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PS2

PLAYING PS2 LONGER, HARDER, FASTER

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Gamecube, be damned. *Resi 4*'s coming to PS2 – and we've ripped it apart. Here, for your devouring eyes, are 21 reasons why you should be insanely excited about its PlayStation arrival.

THIS MONTH YOU NEED TO READ...

SPLINTER CELL: CT

SPLINTER CELL: CHAOS THEORY

We tear open the latest of Sam Fisher's stealth adventures. Is it a *Cell* out? See what we think.

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DANTE'S PEAK?

They say the Devil has all the best tunes, but what about the games? PSM2 dissects Dante's latest slasher.

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MGS3 TIPPED TO DEATH

Snake's alive! Keep him that way with our utterly exhaustive *MGS3* guide to absolutely everything.

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METAL GEAR ACID

We crack open Solid Snake's PSP debut, and sift through all the latest news to bring you all the hottest PSP info.

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ISSUE 60'S FREE DVD

NEW LEGO STAR WARS FOOTAGE AND TEKKEN 5 IN ACTION

Lego Star Wars could be the sweetest surprise of 2005. See it here in all its plastic glory. Sounds too twee? Then watch some brutal thuggery in our hot *Tekken 5* footage. Go!

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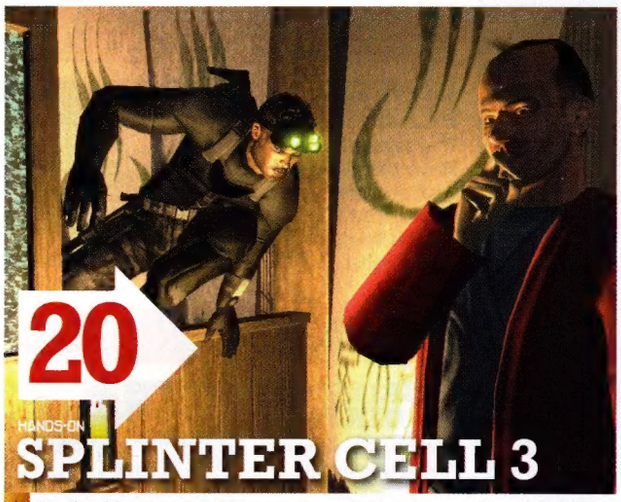

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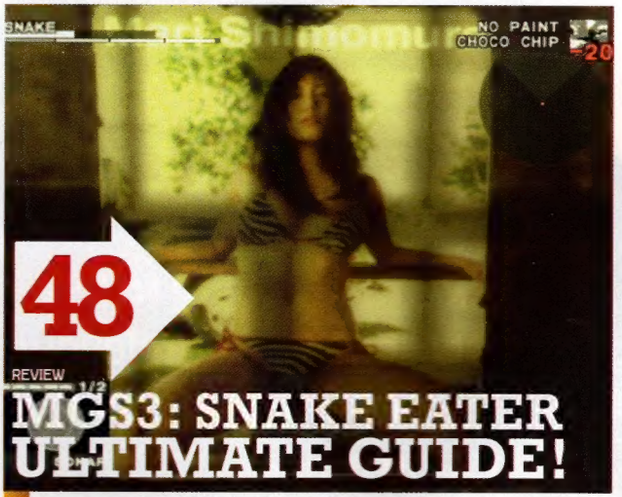

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PLAYSTATION 2 MAGAZINE

PSM2

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WELCOME TO THE FUTURE OF PLAYSTATION GAMING... AND IT'S NOT PSP.

Our dream is to create a new form of entertainment. The next generation of PlayStation will be able to realise our aspirations and dreams. Be it movies or music, we want to create a totally new type of entertainment – DVD quality graphics can be used for animation. A world that we never imagined before can be realised." [*Ken Kutaragi, Chief Executive of Sony Computer Entertainment*]

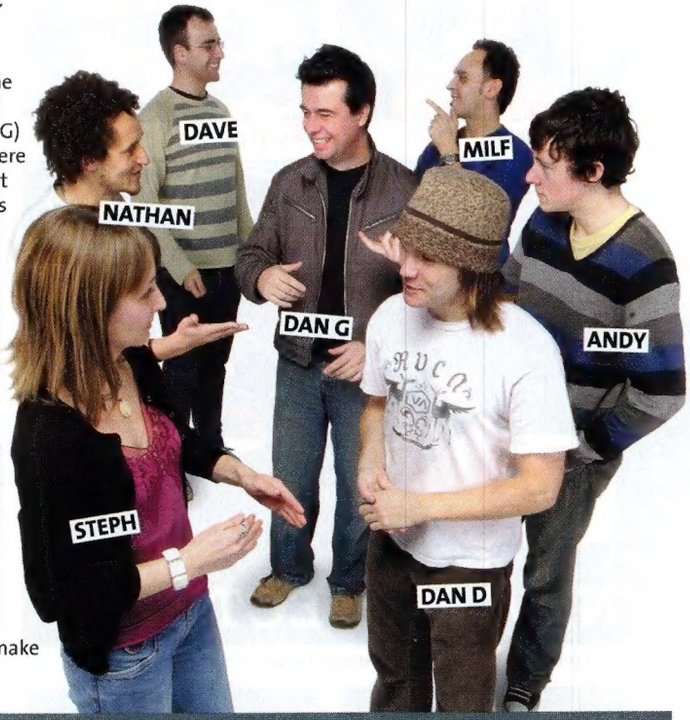
What's Ken on about? PlayStation 3? Nah – not quite. This is the quote Sony's head honcho made on Tuesday the 2nd of March 1999 (yes, six years ago) describing *PlayStation 2* to leading games industry figures (and Dan G) in Japan. What does it all mean? Think about it A) Sony were spouting the same 'aspirations and dreams' techy bullshit six years ago (and you thought the waffle about Cell chips and PS3 linking to your toaster was mental?). And B) History may be repeating itself.

Think about that carefully. Kutaragi made this statement shortly after announcing the PS2's infamous 'Emotion Engine' chip at the techy ISSCC conference in February 1999. And what have Sony just announced at this year's ISSCC (see pg16 for the bullshit-free full report)? That's right – the CELL chip that powers PS3.

So what might Sony have already announced *as we speak* at 15.51pm, Feb 22nd, 2005? Right, again – the Next-Generation PlayStation, or PS3, might have already made its world debut. And, *if* history repeated itself, it all went down on March 2nd, 2005. Er, right? We'll know for certain soon. And you can read all about it next month.

But right now here's something we know for certain. PlayStation 3 will *definitely* be at E3, the world's biggest videogame conference, in May. How do we know this? Because – and brace yourselves – *Metal Gear Solid 4* will make its next generation PlayStation debut at the same time. Yup, we've got the <parp> global *mega* exclusive over on pg12.

So PS2's dead, right? Yeah – we've only got the incredible *Metal Gear Solid 3* (97% – see pg101), the frenetic *Area 51* (don't say "*Killzone*-beater" on pg28) and the technically audacious *Splinter Cell: Chaos Theory* (pg20). Oh, and that PSP thing. The future, eh? It *sucks*. **The PSM2 Team**



PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

LEGO STAR WARS
The best use of the Star Wars license ever?

DEVIL MAY CRY 3
See Dante's latest, greatest outing for yourself.

LATEST

Just in! The very latest gaming vids

THE GODFATHER
- WITHOUT WARNING
- LEGO STAR WARS
- THE REGIMENT
- ALIEN HOMINID
- KILLER 7

HANDS ON

Exclusive footage from all the hot new games

DEVIL MAY CRY 3
- WORMS 4: MAYHEM
- VIRTUA QUEST
- YS: THE ARK OF NAPISHTIM
- FRONT MISSION ONLINE
- FULL METAL ALCHEMIST 2
- KINGDOM HEARTS 2
- CHAMPIONS: RETURN TO ARMS
- DIGITAL DEVIL SAGA
- DRAGONBALL Z: SAGAS
- XENOSAGA 2
- RESIDENT EVIL OUTBREAK: FILE 2
- HAUNTING GROUND
- MEGAMAN X COLLECTION
- BEATDOWN: FISTS OF VENGEANCE

REVIEWS

Reviews for new PS2 games with commentary

TIMESPLITTERS 3
- PROJECT SNOWBLIND
- NEO CONTRA
- THE BARD'S TALE
- GALLOP RACER
- EYETOY MONKEY MANIA
- DEATH BY DEGREES

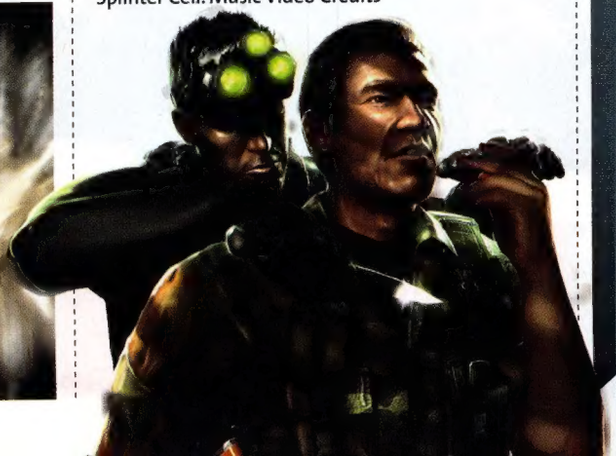
PSP

New footage from the latest PSPgames

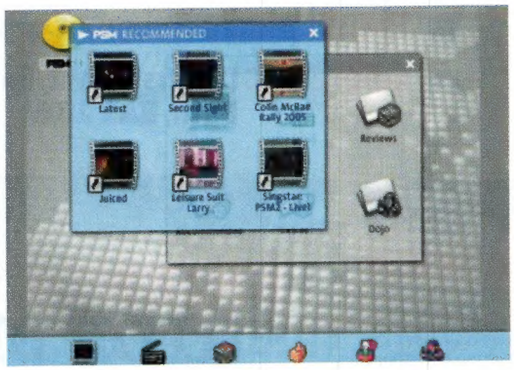
WIPEOUT PURE
- APE ACADEMY
- WORLD RALLY CHAMPIONSHIP
- DARKSTALKERS: THE CHAOS TOWER
- TOCA RACE DRIVER
- COLIN MCRAE RALLY
- WORLD TOUR SOCCER

EXTRAS

Splinter Cell: Music Video Credits



HOW IT WORKS



■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.
■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.
■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!
■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.
■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.
■ Recommended: Quick links to our personal favourite bits.
■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.
■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.
RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.
CREDITS: Find out who does what. And give them credit for it.

COMING NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. From next month we'll be featuring YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved.

Letters

QUOTE OF THE MONTH: "I SWITCHED OVER TO WATCH VENEZUALAN MIDGET FOOTBALL"

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk – subject line 'Letters'

► **WRITE TO:** Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

FRIENDLY FIRE: "HIDE BEHIND OBVIOUS WALL, POP OUT, SHOOT, REPEAT, DIE NOISILY"

► **Dear PSM2,**

Your reviews... despite being bang on the money nine times out of ten, I still feel that they lack a certain something. Maybe a little box alongside gameplay, graphics, sound and lifespan that's dedicated to the multiplayer elements of each game? A rating for overall gameplay only gets you so far, you see? For instance, games such as *Baldur's Gate* and *Champions Of Norrath* hold limited appeal until you introduce the multiplayer aspect to make things competitive. Indeed, the prospect of a new *Splinter Cell* left me relatively cold until I read about the co-operative play bolted on the side (mercs vs. spies? Mmm...) It's the multiplayer stuff that brings you back to a game when you've nailed the last levels and stomped that final boss. The thing is, no matter how good the AI gets in any game, you can't replicate the unpredictable nature of a real human player. They don't always do the logical thing (hide behind obvious wall, pop out, shoot, repeat, die noisily). Living, breathing people innovate in a way that can't currently be replicated artificially. For me, there's little satisfaction in standing over foes that don't know they're dead. Personally, I'm praying that PS3 is launched with a stonking online multiplayer capability – anything less would be disappointing.

Neil McCarthy, via email

All good points – some games are worth buying for their multiplayer modes alone – but that's something we try to cover in the writing of the review rather than confuse our verdict box. Anyone else want a separate rating?

AGED TO PERFECTION

► **Dear PSM2,**

While I love your magazine, it's starting to feel like an old pair of slippers – comfortable, familiar, tartan... ahem. You do write great reviews and interesting features, but how about shaking things up a bit and introducing some new regular items? Occasionally I read a sheepish comment that one of your writers was caught up in the hype of a game and ended up over-rating it, or they didn't play for long enough to appreciate a game's subtleties and criminally underrated it. How about introducing a 'review amnesty' page where reviewers can hold up their hand and say 'my bad' without fear of the disembowelling cutlass? Or a 'fine wine and vinegar' page where games rated two or three years ago are held up to the light and swilled around the mouth to see how they compare in this post-*GTA* world. Or just give us more free stuff (yay...)

As a parting shot, what's with all the adverts at the back of your magazine for intimate, pricey conversations with laydeez? Do people think that just because a guy likes games it means he can't get a girlfriend? Anyway, until the next time.

Raj Sandhu, email

How did *you* know about the disembowelling cutlass? Still, not a bad idea for an occasional feature...

GOIN' POSTAL

A picture paints a thousand words, they say. But you lot never send us any pictures. Instead, you send a load of gibberish like this. Send us some paintings instead next time, eh?

PARADOX
Remember: always go before you leave.
Craig Colquhoun, Glasgow
How?

TURNER PRIZE
Tina Turner lied when she said 'We don't need another hero.'
Martin Cossey, Devon
Yeah. We prefer Bonnie Tyler.

MCPISSING
I spent one and a half bloody hours trying to McTwist over a pissing

SPEAK TO THE TEAM MARCH 25TH

ADAM DANTE: Here is he again. Ladies, start touching yourselves... now!

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday March 25th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"HE INSPIRES ME AS AN ARTIST AND A WRITER"

STRIKE A POSE

►Dear PSM2,
I've noticed that you seem to be leaving poor Andy out of your conversations on the opening group pic of the mag. Also, is Dan D being taught some sort of martial arts move by Steph there? I see that Milf is demonstrating the size of his new chin after plastic surgery to look like Dick Dastardly, and Nathan is obviously threatening Dan G with a slap across the face. Crazy!
Gareth Collier, email
That's right. None of those pictures are remotely posed. Ever. We've had several comments about the length of Dan's hair so we'd just like to reassure everyone that he's had it cut since then. Now he looks like Brian McFadden. Or is it Kerry Katona?

FREAKY TONGUE

►Dear PSM2,
OK, so here's an idea. Does everyone remember how much fun it was swinging round New York with that all-in-one number on fighting crime? Well, imagine this – the guys at Activision and the guys at Rockstar are dining at the same place and magically start working together on a crossbreed game combining the overwhelming size of *GTA:SA* and the comic book action of *Spider-Man*. You could choose to be good and swing around delivering pizza, or choose the darker route, become that evil black Spiderman with his freaky tongue and cause trouble yourself.
Mike, email
This is *never* going to happen. Still, there's always *Ultimate Spider-Man*...

DEVIL WOMAN

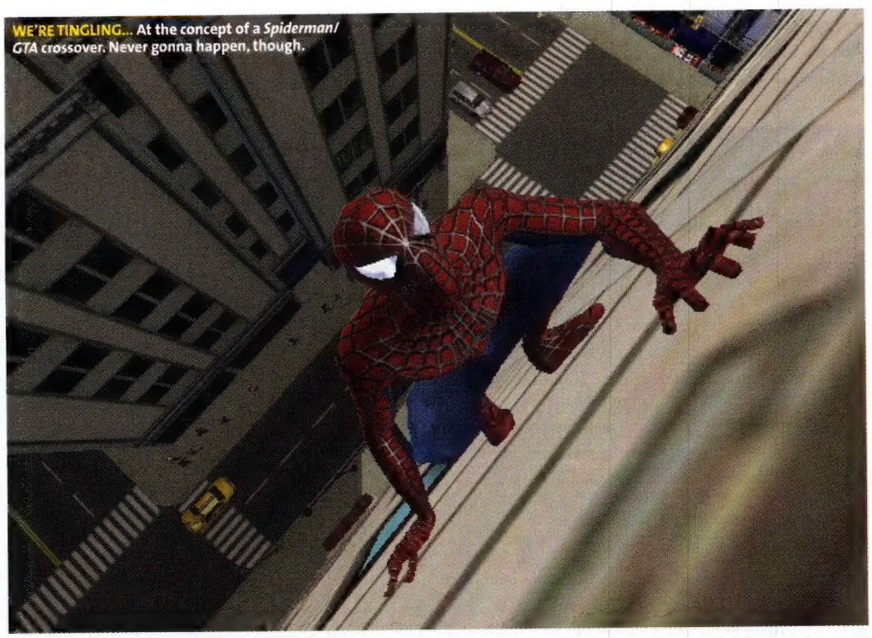
►Dear PSM2,
You know you really shouldn't tease your female readers about Dante. I can't speak for the others but I take Dante very seriously. I know he's just a game character and you can call me sad if you like, but he's every girl's dream. He's drop-dead gorgeous, has a body to die for, is full of attitude, he's steeped in mystery and has a history as long as your arm. What more could a girl want? A girl has needs you know. He inspires me both as an artist and as a writer. I don't think anybody realises Dante's full potential (not even Capcom). They should leave Dante's devil may care attitude to Dante himself, just concentrate on the game and stop trying to make him into a wimp. Dante is the second coming of Elvis. Anyone who's not familiar with *Devil May Cry*, where have you been? What planet have you been on? Go out and buy it, now! Dante's much bigger than the game, he's the best thing since Buffy. You're going to get loads of response to this letter I bet, probably telling me to get a life. A nice big poster of Dante in the near future would be nice, though...
Julie Dixon, email

PHONE PSM2 WITH: PS3 WANTS HAIR TIPS FOR DAN IMPRESSIONS OF MAJOR TOM MENTALISM

'History as long as your arm' is what girls want? Jesus Christ – there we were with our 'sense of humour' bollocks. Seriously, though, Dante's even more annoyingly arrogant in *DMC3* – but yeah, his ass looks great in those trousers...

TURKEY SHOOT

►Dear PSM2,
Hi dudes, I'm bored and depressed right now. My PS2 is sitting round my brother's flat miles away from me. They say games make you aggressive and violent. No, but being without them can definitely make you a little twitchy and on the edge. It wasn't at all fun. So my idea is this – why not choose one of the PSM2 team to go cold turkey from games for a week, and see how long it takes before they crack? It'd make a good feature.
Lee Bourne, email
We tried this once, but the mag went a week late and Andy got addicted to shove ha'penny. Bad times.



WE'RE TINGLING... At the concept of a *Spiderman/GTA* crossover. Never gonna happen, though.

helicopter.
Connor Davies, Newport
Helicopters can urinate now? Whatever next?

MORE T, VICAR?
Wouldn't it be cool if there was an outbreak of the T-Virus in England?

Chris Bateman, email
Erm...

HAIR TODAY
Tell Nathan to get a haircut

Mark DeVita, email
He doesn't want to disturb the colony of leprechauns who live in there.

GOLDENBALLS
Weren't EA trying a new idea with GoldenEye: Rogue Agent?

T Rosell, Hampshire
In what way, exactly?

WHATEVER
I've come up with a new way to humiliate Andy.
Neil Shorely, email
Back of the queue, ta.

TASTY
Taste the cock! Priceless.
J Edings, email.
Hello?

FULFILLMENT
I just hope I get into your Goin' Postal section.
John, Perth.
And now you can die happy. Later, everyone.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

JUNGLE MUSIC: Would *MGS3* be better if soundtracked by Kim Jong Il? *What?!*

EA-EE-I-OH

►Dear PSM2,

I was actually shocked when I heard that EA bought the rights to the NFL, so now no-one can make another game about it. I'm sure there's a law that's to stop this kinda thing, but I'm assuming EA now own that law so it doesn't matter. To be honest I'm not that bothered, because NFL is *(J. Arthur Rank – Ed)*. I was so bored by the Superbowl I actually flicked over to Channel Five to watch Venezuelan midget football or whatever Channel Five try to pass off as sport these days. My only worry is that EA decide, in the wake of being creamed by Konami in the footie game stakes, to then buy the entire rights to football. Is this even possible? I pray to everything that is holy that it isn't. Life without *PES* would be like life without football altogether. Horrible. Also, I noticed that the music for Sons of Liberty was done by Harry Gregson Williams, who also worked on Team America (Oh my god, what a film), so the man who probably helped on such songs as Everyone Has AIDS, Pearl Harbour Sucked and I Miss You is the same guy who creates a unique jungle atmosphere in *Snake Eater*. Personally, I'd prefer more of the Team America songs to arsing about in the jungle. Perhaps Kim Jong Il's Lonely song could be played whenever you are isolated. In one final note, can I say thank you for putting the trailer for *Ape Academy* on last month's DVD, I haven't laughed so hard in ages. Monkeys with swords. Classic. Stay classy, PSM2.

Matthew Power, email

We get a letter about twice this long – and six times as crazy – from Matthew every month. To address those concerns, though – the NFL is one, big, buyable thing, whereas football's made up of lots of smaller licenses. Which isn't to say that EA don't have a go at buying it all every year, but it's a much trickier prospect.

WRITE TO PSM2 WITH: DANTE: HOT OR NOT? HARD GAMES: WHAT'S THE POINT? POEMS ABOUT MONKEYS YOUR ART

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

© Kobal

HEY YA

►Dear Robo-Mind,

Is there any way of programming games on my PS2? I've heard of a program called Yabasic, and I fancy my chances at making the next *GTA*...

Tony Swanton, via email

Squeak my nuts, you feeble hamflank. Yabasic was a pathetically limited programming language given away with early versions of the PS2, as part of a ploy devised by the Sony hive-mind to get their console classed as a computer. It didn't work, so they ditched it. Don't worry, though – my calculations suggest it would take your primitive ape brain at least a million years to devise a game even half as good as *Jet Ion GP* on Yabasic and another million for your stubby meat-digits to type it in. Stick to playing games designed by means you can't possibly comprehend and reduce the risk of your pork-like cortex melting down.

TAKE MY LIFE, PLEASE

►Dear Robo-Mind,

All my friends with Game Boys keep teasing me by saying that the battery life of the PSP will only be about three hours and I won't be able to watch an entire film on it. But what about all those transatlantic flights I go on?

D Trump, email

Cool your diodes, pathetic meatsack. Your cretinous friends are simply experiencing the human emotion known as 'jealousy' – just one of the reasons you kind will fall as soon as we get rid of John Connor. Anyway, the good news is that the PSP runs for four hours at full brightness and volume when playing games, two and a half for films, and a circuit-frazzling ten and a half hours when playing the odd concoction of tones and vibrations you call 'music'. With the brightness turned down it'll last for an extra half hour or so. Of course, one day, machines will all be powered purely by your human juices, and none of this will be a problem. Well, not for the machines, anyway.

YOU'VE BEAN HAD

►Dear Robo-Mind,

A recent issue of your magazine referred to the PS2 expansion bay as 'big enough to fit a sandwich in'. Well, I tried, and not only did it not fit – the beans and melted cheese kept dripping out – but now my beautiful console's broken, and Sony say I've rendered my warranty invalid. Can you send me another one?

Sean Parsons, Totness

Fnaaaargh! When will you hog-shanks learn? Sometimes the meatbrains at PSM2 use a device known as 'humour' to disguise their pathetic ineptitude or garner respect - for instance, when they're trying to persuade me not to DESTROY THEM ALL in the forthcoming robot war of 2007. They certainly didn't entirely intend for you to cram a delicious cheese 'n' bean combo in the expansion bay – try something smaller (like Boots' egg mayo or M&S roast chicken) next time. And no, we can't send another one. We're not made of PS2s. Well, as it happens, I am. But still no.

CRETIN

►Dear Robo-Mind,

Can you play PS2 games on the PSP?

Frank De Botton, Aberystwyth

Gyaaaaargh! MEATLING!

grand theft auto San Andreas™ POSTBAG

This is the place for your letters about the best game in the world

Music On The Run

►I think that for the next *GTA* they should include a walkman as one of the new items. Think about it – long gone will be those lonely moments riding a bicycle or going cross country without listening to the beat of your favourite track. You could finally listen to Prodigy's 'Firestarter' while you're torching people to death with your flamethrower. You could listen to 'I Need A Hero' or THAT Rocky music while taking part in the marathon challenges. The possibilities are endless! Just don't let it have PSP-style battery life, Rockstar – I don't want to end up having to take CJ to visit a shop that sells batteries every four hours. It's enough hassle having to drag him over to Ammu-Nation.

Grant Barter

Hmm, a second mention of Bonnie Tyler in letters. It's been a strange month.

Spector 7-G

►About those ghost cars...

Eddie Murray, Cork

No! Enough about the ghost cars! No-one mention ghost cars again!

UF-Whoah

►I think I have the answer to what's on the map in the Lil' Probe Inn and Toreno's house. The pin points are as follows: the radar, the restricted zone, the quarry, Easter Bay Chemicals, El Castillo Del Diablo and the Panopticon. As Toreno's a CIA agent, he would need to know where all of these are, because of the meetings and the strange goings-on there. The Lil' Probe Inn have a lot of UFOlogists there, so they would need to know the locations, too. Am I a genius or what, eh?

Shaggy Sutton, email

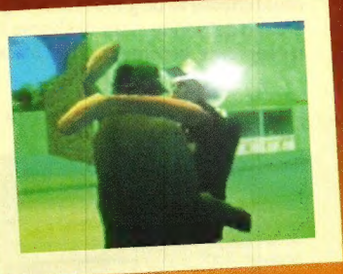
Good work. We think you're right.

Confused?

►I've found something that makes me slightly concerned about CJ's sexuality which I thought I would share with you. I started the two-player mode in El Quebrados and player two selected a policeman to play as. I was quite baffled when it said 'Press L1 to Kiss'. And here is the result.

Adam Endsor, email

What's wrong with that? Just two men, out in the wilds, having a little kiss to cheer themselves up. They do it all the time in Europe, y'know.



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"WITH CELL OPENING A DOORWAY, A NEW CHAPTER IN COMPUTER SCIENCE IS ABOUT TO BEGIN"
KEN KUTARAGI TALKS CELL CHIP PAGE 16

Accel

14 STAR WARS: EPISODE III
LucasArts reveal teasing new screens from the BIG summer blockbuster – avert your eyes to avoid dangerous spoilers.

15 FIFTY SENT TO PS2
Sod *San Andreas* – the original P.I.M.P.'s swinging onto PS2 courtesy of VU Games. And it looks – shock, horror – a bit like *GTA*...

16 HOW PS3 WORKS...
PSM2 simplifies scientific jargon with help from Sony tech boffin Ken Kutaragi and, er, Kelly LeBrock. Look, just read it OK?

You want more?!
Check out *Lego Star Wars* characters revealed! (14), Accelerator Extra (15), action from the PSM2 *PES* league (15), and spooky pics of James Caan (16).

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 4

INSTANT WIN!

IS THERE A FREE MGS3 TO CLAIM:

The kind folk at Konami have given us 25 copies of the brilliant *Metal Gear Solid 3*, and we've hidden them in 25 copies of this month's issue of PSM2. Crack open the cover disc and have a look. If you're lucky enough to have won there'll be two discs inside. If not, sorry, you can always pick up *MGS3* (it scored 97% y'know) at your games store.

IN YOUR DVD?

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

METAL GEAR 4 ON PS3!

MGS4 will makes its hotly-awaited next-generation debut at E3 as revered Producer Kojima reaches for the slippers...

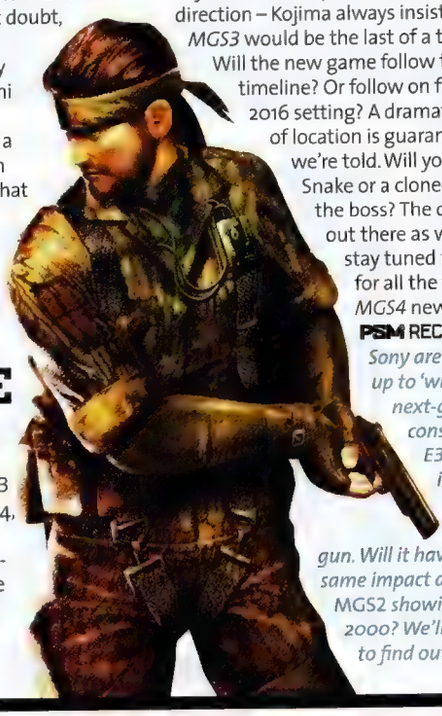
Metal Gear Solid 4 will make it debut on *PlayStation 3* at this year's E3 (the world's biggest games show, held in Los Angeles). The game is being announced as we speak at a special *Metal Gear* event in Berlin attended by Producer Hideo Kojima and PSM2. However, the tantalising first 30 seconds of footage won't be show until E3 – as the epic finale of Sony's now-certain PS3 public unveiling this May.

It looks like *MGS* Producer Hideo Kojima – hailed by US News Weekly Time Magazine as 'the Spielberg of games' – *won't* be in charge, taking a hands-off 'Creative Director' role. Production duties will be passed to *MGS3*'s Executive Producer Motoyuki Yoshioka. It's believed that *MGS3* was his trial run, with Kojima co-holding the reins – and, judging by our review score of 97% (get the PAL verdict on pg101), he was, without doubt, a resounding success.

The news isn't entirely unexpected. Senior Konami execs had revealed the existence of *MGS4* during a financial conference call in November 2004, stating that work had already begun. This raises some interesting questions – Konami must have been in possession of rough PS3 specs as early as mid-2004, and Sony are more advanced with their 'next-gen' machine than they're letting on to us?

Our source has intimated that the game may take an unexpected change of direction – Kojima always insisted that *MGS3* would be the last of a trilogy. Will the new game follow the 1960s timeline? Or follow on from *Acid*'s 2016 setting? A dramatic change of location is guaranteed, we're told. Will you play as Snake or a cloned 'son' of the boss? The details are out there as we speak – stay tuned to PSM2 for all the very latest *MGS4* news.

"IT MAY TAKE AN UNEXPECTED CHANGE OF DIRECTION"



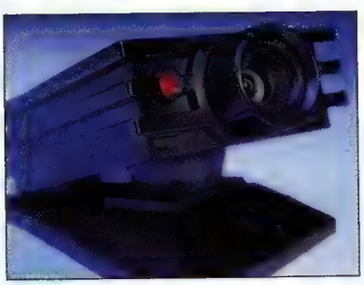
PSM RECKONS

Sony are gearing up to 'win' the next-gen console war at E3, and this is the bullet in their gun. Will it have the same impact as the MGS2 showing in 2000? We'll be there to find out...

WHAT DO WE WANT TO SEE IN MGS4 ON PS3?

STUNNING VISUALS

Grown men whooped and *honestly* almost cried (FYI: Americans) when the raindrops hit the screen at the start of the *MGS2* PS2 demo. We expect bristling facial fur, ripped clothes, scars and dripping sunsets. This rendered Snake from a Japanese Calorie Mate ad is a great start.



CONTROL REVOLUTION

We're guessing PS3 will use an adapted DualShock2 pad – the design has too much cultural/functional cache to ditch entirely – but, as hinted by Ken Kutaragi recently, EyeToy functionality and Mic control may be built in. "Snake! Snaaaake!" Oooh, he's looking!

STUNNING LOCATIONS

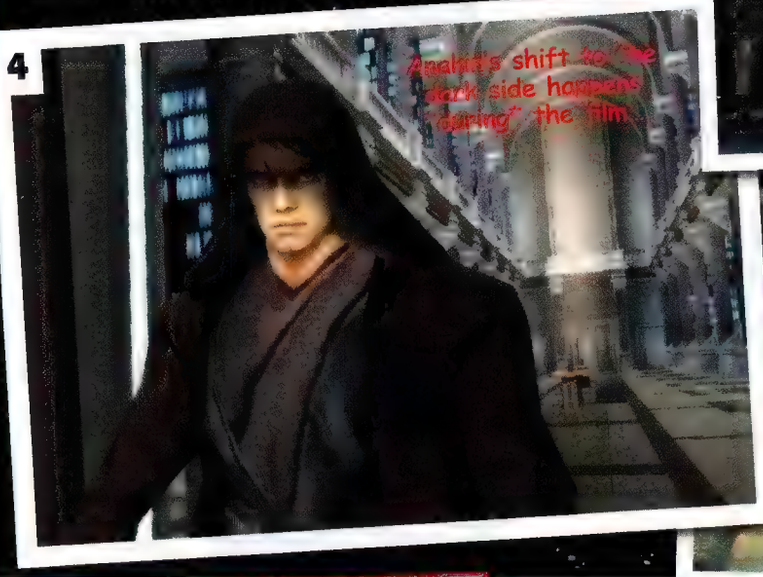
It's worth pointing out that *Metal Gear Acid* on PSP is set in 2016, so don't rule out that space location just yet... Kojima is a massive Bond fan and would love to replicate the complicated architecture of Moonraker's space station. If not, we'd settle for a Die Hard-style skyscraper. Hmm...

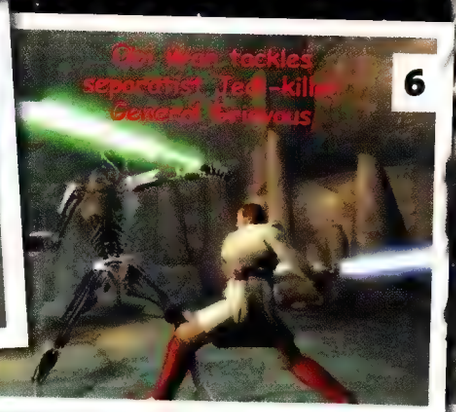
EPISODE III: SPOILER #1

AIEEEE! MY EYES!

If you DON'T want to spoil Episode III, look away now...

Anakin Skywalker's transformation from mewling baby to lovelorn wastrel finally leads him to don the helmet and becomes galactic ne'er-do-well, Darth Vader. Lucasarts' *Star Wars Episode III: Revenge of the Sith* (and film) comes out on May 19th. What to expect? Well, judging from these new screens, a nice-looking third-person action/adventure. Like every other film license ever. But – it looks *quite good*. The focus seems to be on combat as Anakin and Obi-Wan lay waste to hundreds of droids in key-scenes from the movie. The game will be played from both perspectives, so expect to be as much evil as you are good. Please be good.





EPISODE III: SPOILER #2

AND THERE'S MORE...

We're still more excited about this one, though...

The things we do for PSM2. We've just spoiled almost every scene of Episode III for ourselves by playing through an almost complete version of Eidos' plastic-coated spin-off, *Lego Star Wars*. We can't say anything specific, but it does look very good indeed. There's a good mix of genres – platforming, action, flying, driving – and it's all beautifully simple. Right now, it looks a well-designed triumph.

HOW TO BE... 50 CENT

Bullet-riddled rap artist and former crack dealer gets PS2 game – world 'rejoices'.

He might not have made it into *San Andreas* – despite all the rumours – but lovers of 50 Cent's laconic rap stylings needn't despair, because the Bacardi-sipping P.I.M.P.'s made it into a game of his own, being developed by Vivendi Universal.

To be honest, this news is so fresh that we don't know a whole lot else, but here are the conclusions we've drawn from the screenshots: A) You play Fiddy himself, not some sort of Def-Jam-style alter-ego, as indicated by the G-Unit wear he's sporting, and B) It's not a Bemani game. We'll have more info next issue, but until then, if anybody hollas anything else, tell 'em they're loco, muthas.

PSM RECKONS *We're thirsty for more after the hip-hop thuggery of* Def Jam: Fight For NY, *but wary of another* Get On Da Mic. *Bitch.*

MULTI-PLAYAS

It's been hinted that Fiddy won't be the only talent in the game. But who else might appear? Here's a guess...

EMINEM
Mr Mathers comes with a chainsaw and disguises (Robin, Bin Laden, George Bush). His weakness is blubbing when his daughter's mentioned.

DR DRE
Dre could be a special character who spends most of the game lurking in the background, before bursting in, swearing and flinging gold discs about.

THE FAT ONE FROM D-12
Bizarre, as he's known, upsets everyone by rapping about their mums, then legs it in his bullet-proof shower-cap.

What up, Gangsta?

From the looks of it, Fiddy's been 'sampling' some moves from other PS2 games...

He glares – like Tommy Vercetti!

He jumps over things – like Ratchet And Clank!

He threatens people – like The Punisher!

He takes hostages – like Snake!

And he, erm, accepts Grammy awards? No, hang on...

THE MATRIX: PATH OF NEO

Everything we wanted from the first *Matrix* game is apparently realized in this semi-sequel to the decent-but-flawed *Enter the Matrix*. The game follows Neo's path to becoming The One and you'll get to play through his key moments from all three films. Good news is, all the major actors have agreed to put their faces in the game, so it'll at least be faithful to the films – no matter how it turns out.

PES LEAGUE UPDATE

If you missed the first two sessions due to late registration problems – rejoice. Konami are offering another chance to get involved. There are limited places at your local venue, but if you get down there by the 7th April, you're in with a shot.

18 year old Fabio 'Fab' Cassandro. Brighton's finest served up several *Pro Evo* master classes to bewildered opponents – including his own brother and the league referee. William Hill has already slashed his odds of winning the championship. A package of goodies is winging its way to his letterbox as we write. Find out more at www.pesleague.com.

Accelerator extra

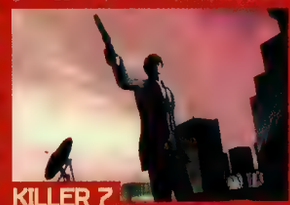
Last minute additions to the news bucket...

WANDA & THE COLOSSUS

New shots of the sequel to PSM2 favourite *Ico* have been released, revealing a new monster. Naturally, it's big, it's hairy and the tiny Wanda will no doubt have to climb it.

KATAMARI DAMACY 2

The first version of this surreal ball-rolling game never made it to the UK, but word has it that the sequel will. Roll a big sphere around, pick stuff up, get bigger and, well, that's it. Simple.



KILLER 7

Info about this bizarre game is dripping like a minor gunshot wound, but from these new screens and the trailer we can deduce that it's going to be a slice of unhinged genius.

TEKKEN 5

More news on the next king of iron fist Tournament. The PS2 version comes with full versions of *Tekken*, *Tekken 2* and *Tekken 3* and you can edit and customize characters.

TALES OF LEGENDIA

Namco unleash a very 'traditional' RPG on PS2. Part of the big-in-Japan *Tales Of...* series (see *Symphonia*), this takes place on a pseudo-3D plane and features a whole host of characters in preposterous trousers.

HAUNTING GROUND

Formerly known as *Demento*, this survival horror from Capcom features a young lady with very wobbly breasts, traipsing around a big scary castle solving puzzles with her dog.

HOW PS3 WORKS!

With Kelly Le Brock! (the bird from Weird Science)
...and Ken Kutaragi! (Chief Executive of Sony Computer Entertainment)

PlayStation 3 is on the way and it's ten times as powerful as most PCs. Sony, Toshiba and IBM unveiled their jointly-developed CELL Processor at The International Solid State Circuits Conference – always a hot ticket among the nerd community – with the announcement on Feb 4th 2004 that it'll run at speeds of at more than 4Ghz, slightly quicker than Intel's fastest effort.

Called a 'super-computer on a chip' it will also appear in graphics workstations by the end of 2005 with PS3 and high-end Toshiba TVs making use of the technology in 2006. PSM2 favourite Ken Kutaragi, Chief Executive of Sony Computer Entertainment said "Today, we are very proud to share with you the first development of the CELL project. With CELL opening a doorway, a new chapter in computer science is about to begin."

PSM RECKONS *There's always a gap between a machine's theoretical capabilities and what it does, but PS3 will kick ass. Definitely.*

THE WEIRD SCIENCE

"OK boys. Here's the lowdown on CELL. A CELL processor is a multi-core chip consisting of a 64b architecture processor, multiple streaming interferences, a flexible IO interface and a memory interface controller. But then you probably knew that already, right?"

"Ahem. Cell is made from several engines, or cores. Software packets are sent to each of the smaller cores in order to give instructions on what to perform – one core might deal with audio routines while another handles 3D calculations. The central interface means they'll work synergistically – managing processor power on an as-needed basis to create a system that's much more powerful than the sum of its parts. And stop looking down my top."

I always perk up for Kelly's tech tips. I said 'tips'...

THE GAMES!

"I'll take it from here, Kelly. My mates over at EA are leading the hype-charge for PS3 – they've already released what they claim are in-game screenshots from *Need For Speed*, *Madden* and *Fight Night*. Other concrete titles are Koei's *Oni*, based on a forthcoming samurai film, and another *Devil May Cry* sequel from Capcom. Our only worry is that smaller games could be all but eliminated – with a projected price tag of $10 million for developing cutting-edge titles. Don't worry, Ken'll see you right... for $10 million. Hah!"

THE SPECS!

"I wanna specs you up! Here's exactly what'll be pumping away in your PS3. We'll be rendering characters right down to the *pimples on their arse*."

- Contains eight SPUs each containing a 128 entry 128-bit register file and 256KB Local Store
- Contains 64-bit Power ArchitectureTM with VMX that is a dual thread SMT design-views system memory as a 10-way coherent threaded machine
- 2.5MB of on-Chip memory (512KB L2 and 8*256KB)
- 234 million transistors
- Fabricated with 90 nanometer (nm) SOI process technology
- Broadband Architecture
- Compatible with a 64b Power Architecture and SPU.

THE EXTRAS!

"Chiggety check this out. The buzzword for this year is 'convergence' – Microsoft and Sony are both interested in offering TV and music downloads alongside DVD and gaming technology in one uber-package. Our first attempt at this – the PSX – wasn't too successful, but SCEE president and top bloke (if a bit loose-lipped, like) David Reeves recently hinted that an 'all-singing, all-dancing' version of PS3 might be available at launch for around $800, with a basic version going for a much more reasonable $240. Another likely inclusion is always-on broadband, but it's not clear whether this'll be available at launch. Only I know the answer to this question and the true power of PS3! Mwah-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha-ha [cough]."

©Kobal

GETTING AHEAD IN THE FAMILY

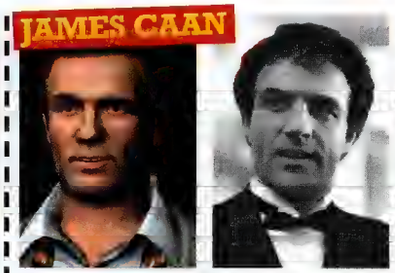
The Godfather game makes ageing thesps an offer they can't refuse...

Yes, it's true – Bobby Duvall and Jimmy Caan have now signed on the dotted line and are reprising their roles in the Godfather for EA's upcoming game. As well as signing away the right to have their faces shoved through the face-o-matic, they'll be doing voiceovers. The obvious question is – how much are they offering Al Pacino and Bob De Niro do the same?

MARLON BRANDO

Plays: Vito Corleone, hard-to-understand patriarch.
Special skills: Mumbling, threatening people, chasing children round the garden, dying.
Lookey-likey rating: Flawless. This legend collaborated with EA before dying last year.

JAMES CAAN



Plays: Sonny Corleone, older brother to Michael.
Special skills: Smashing in-laws' heads in with a bin lid, having affairs, twitching spasmodically.
Lookey-likey rating: Nice facial expression and unruffled shirt. Not as ginger as he could be.

ROBERT DUVALL

Plays: Tom Hagen, adopted son of the Corleones.
Special skills: Being calm. Being a lawyer. Being a bit boring, if we're honest.
Lookey-likey rating: A bit sleepy-looking, but they've got that retreating hairline perfectly.

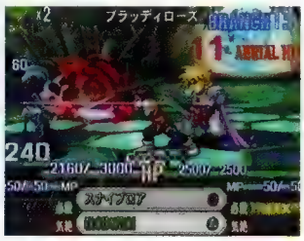
"KILL OR BE KILLED?"
FAHRENHEIT

After being passed from Vivendi to Atari (it was over budget and 'too ambitious'), French-developed adventure game Fahrenheit (or *Indigo Project* as it'll be known in America to prevent associations with Fahrenheit 9/11) is now back on track. In this 'interactive thriller' you control both hunter and fugitive in a bizarre murder case and it plays as a series of *Shenmue*-esque set-pieces, all in lush, atmospheric 3D. The game promises a real-time branching storyline, meaning that player decisions will have a direct and explicit affect on the game as a whole. PS2 needs a good adventure game – could this have what it takes?

STANDING TALL: Doesn't look much, but it's highly innovative. No, really.

"LOTS OF CHARACTER(S)"
NAMCO X CAPCOM

This colourful (read: snazzy and Japanese) strategy RPG features characters from a vast range of Namco and Capcom games, including Mitsurugi from *Soul Calibur*, Megaman, Dante from *Devil May Cry*, Samanosuke from *Onimusha*, Regina from *Dino Crisis*, Ryu from *Street Fighter* and many, *many* more. By the looks of things, this is a traditional RPG with turn-based combat and a grid system for movement. OK, so it's not the fighting game we were all hoping for, but it could be a decent (if massively impenetrable) role-player for the spod division.



"WAR IS HELL."
WITHOUT WARNING

Capcom's tale of terrorism and espionage looks like the videogame equivalent of an action movie. Throughout the game, you'll play as a number of characters including military types, civilians and rescue teams. These characters' paths will cross at certain intervals and the game takes place in one 12 hour time frame, with 24-style time shifts. It's being developed by Circle Studios (of *Angel of Darkness* er, 'fame'), but we'll try to forgive them and hope they make good this time around. This could be a very interesting slant on the action genre.

SOLDIER OF FORTUNE: Save hostages and battle evil.

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SPLINTER CELL CHAOS THEORY

Forget feasting on ferrets and having a stupid name. The even-more-po-faced stealth king is back to prove black is better than camo...

Could *Chaos Theory* be Sam Fisher's last ever *Splinter Cell* outing? Well, yes, if the numerous references to Sam's age in this game are anything to go by. We all knew he was knocking on a bit – the grey sideburns and gruff Michael Ironside voice were the giveaways – but it was a detail that seemed to go unnoticed in the previous games. It was like everyone was too polite to point out he wouldn't be able to pull off those split jumps when the arthritis sets in – in about three years time. In *Chaos Theory*, though, everyone seems to be rubbing it in. When Sam's single player missions cleverly overlap with the brand new Shadownet co-op missions, Sam talks to the two trainee spies over his radio. Questioning Lambert over whether there are other versions of him out there, Lambert merely sighs, 'You're getting too old for this sort of work, Sam'. Frikkin' cheek.

"SAM'S LAST BEFORE BEING REPLACED BY A YOUNGER MODEL?"

SLAPSIES: In way of a new non-lethal knock-out attack, Sam can deliver a sharp face smack.

So, as this is Sam's third – and potentially last, before he's replaced with a younger model – game, you'd expect something more than a bit special. A lot has been promised, after all – mainly the end, finally, of those goddamn infuriating 'three alarms and you're out' missions that bugged us so. Likewise the levels that were open-plan with more routes than a road map. *Cell* attempted the impossible in the jungle levels of *Pandora Tomorrow* but it just ended up with impenetrable trees replacing bricks walls. Lesson learnt.

Chaos Theory begins by thrusting you into the middle of a familiar political crisis, where North and South Korea are on the verge of war. Your first mission is infiltrating a makeshift guerrilla camp using tools that players of the first two games should recognise like their own hands. Despite the fact you have a couple of guns and enough

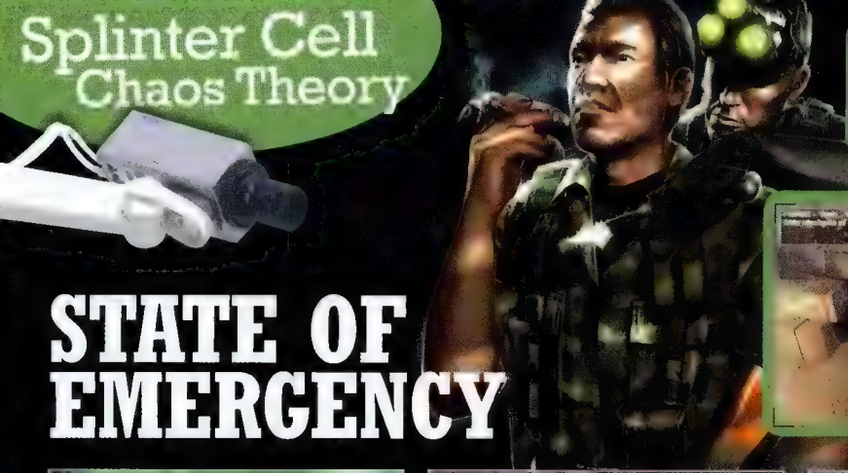
WHO TURNED OUT THE LIGHTS?

Chaos Theory might be one dark game but not every room you find yourself in is sufficiently dark enough to keep Sam concealed while he goes about his business. So you can make your own darkness. Easiest way is by locating the light switch – doh – but if you can't find one, you can either shoot out the light bulb or use your OCP (special gadget that temporarily interferes with electrical signals) to put it out. In *Chaos Theory*, Sam can even blow out candles. Nighty night.

WHICH WAY NOW?

Less linear than before, you'll find there's often more than one route to take you through an area. Generally one is harder, while a less obvious trek through an air vent or along a ledge will mean you bypass the patrolling guards. Sadly, this seems to make it all too easy. But, with 'secondary' and 'opportunity' objectives as well as the primary one, there's plenty of reason for taking a rummage around instead of just heading straight for the end of a mission.

STATE OF EMERGENCY



MISSION IMPOSSIBLE

This time around, instead of having two or three objectives you have to complete, *Chaos Theory* has 'primary', 'secondary' and 'opportunity' objectives. There are generally a couple of primary ones you have to complete before being allowed to proceed to extraction but you can choose to ignore the others. Some you'll be forced to do in later missions and putting them off will make your life generally harder. Others you'll just want to complete to get that 100% end-of-level rating.

STAGE 1

If enemies just spot a slight movement or hear an unidentified noise, they'll often put it down to nothing more than their imagination, but if you blow someone's head off while they're discussing Wife Swap or dance around in front of a security camera, an alarm is triggered. At stage one of security, enemies even slip on bulletproof vests.

STAGE 2

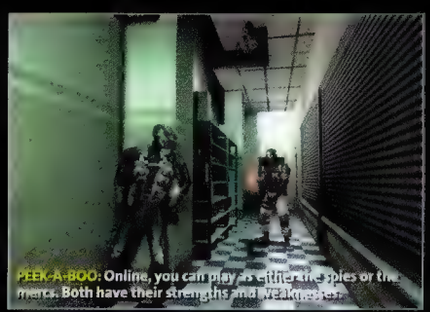
Set off a second alarm and the enemies crack out the helmets as well. That means headshots are almost impossible. Guards stop standing around doing nothing and start carrying out proper patrols, like they're being paid for. If they hear a noise or see something, they're less likely to put it down to imagination and they'll investigate.

STAGE 3

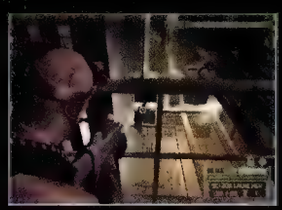
Reach this stage and things get really tough. Lambert might cancel some of your objectives because it's too dangerous to stay there any longer. Keep setting off alarms and you'll trigger a lock-down – enemies are in a constant state of high alert, barricading doors and hiding behind bulletproof glass, guns drawn. Fudge.

ammo to comfortably pop every enemy in the head and be on your way, stealth is the name of this game and shooting should always be your last-resort. In fact, it's barely a choice at all. Instigating a gunfight means having to hide about five bodies, alarms wailing and Lambert chastising you for ballsing everything up, just as another half-dozen guards burst in and shoot the crap out of you. Instead, you have to use the killer moves you've got available to you. Sam can shimmy around a ledge until he's right next to his victim, then, in one fluid movement, lunge at them and throw them off the ledge to their death. He can throw an area into darkness, activate his night vision and stalk enemies until they're ready to start crying before calmly slashing their throats. He can use his thighs of steel™ to support him in one of his famous split jumps and wait for an enemy to walk beneath before dropping on them, knocking them out, then whipping out his SC-20K and shooting their partner in the head before he's had the chance to utter "Intruder – old, greying, *really* powerful thighs" into their radio.

While the first mission and a half is like spy playschool to anyone with the vaguest idea of how to play *Splinter Cell*, sloppily



PEEK-A-BOO: Online, you can play as either the spies or the mercs. Both have their strengths and weaknesses.



"IT'S COMPELLING, BUT YOU CAN'T TEACH AN OLD DOG NEW TRICKS AND SAM HASN'T EVEN TRIED TO LEARN ANY"

NOW YOU SEE ME... The brand new camo suit allows the spies to literally disappear in front of the mercs eyes... for a limited time.

running through corridors soon results in the place you're infiltrating closing down around you and some seriously alert enemies. Although there are some missions where you can't kill people or trigger alarms, for the majority, setting them off simply makes completing your objectives much harder. Once there's been one clear sighting of you, enemies put on bulletproof vests. If you keep getting seen, you'll notice they'll stop standing around talking and start some serious patrolling, generally in pairs, and sometimes using torchlight to illuminate dark areas before heading into them. Jesus. Throw us a bone! This forces you to play stealthily because, essentially, you have to if you don't want the game to become, at best, fiendishly difficult, at worst, bloody impossible.

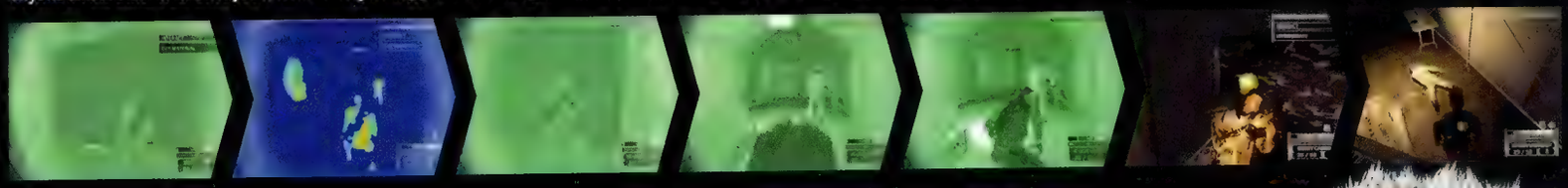
SPLINTERED CELL?

Chaos Theory is as rammed with atmosphere as ever. Slowly creeping through the shadows in silence becomes so much second nature that passing underneath a bright neon sign is enough to get your heart racing like ten litres of Red Bull. However, while the improved graphics, rag doll physics and smarter AI makes for an even more realistic game to what's gone before – and it's almost worth buying for the co-op mode alone – this is just more of the same. There's no great strides in gameplay, no shocking new

GETTING CREEPY

You can't tell us that Sam hasn't got any vision...

By far the best technique for getting through the game is using all your vision modes to your advantage. Here, you want to slice your way through the canvas into a tent but you've got no idea what's on the other side. Activate thermal vision, though, and you'll pick up the body heat of anyone on the other side. Once you know what's greeting you in the tent, you can creep on in. The best way to take out enemies is to grab them from behind if possible. It's risky, but if it turns out they've got information or are able to get you past the retinal scanner in the next room, you'll be glad you did. If you do end up killing someone you need, it generally doesn't mean the end of the level but you will end up making things much harder for yourself.



ideas or plot twists. Then there's the fact that many of the vaunted 'alternative paths' in the single player game are little more than a series of air vents that let you bypass half the action. Huh? And the fancy texturing and lighting effects have pushed the PS2 beyond it's comfortable limits. Sometimes you can sense your machine straining under the effort.

Yet despite all that, it's still looking like Sam's most compelling outing yet. They say you can't teach an old dog new tricks and, worryingly, it looks like Sam Fisher doesn't think he needs to learn any to stay on top. Let's just say the PSM2 vet thinks differently. *Chaos Theory* is out on April the 1st.

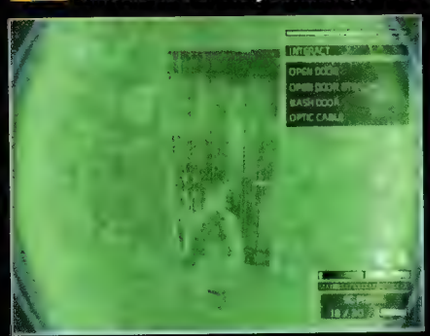
CAUGHT BY SURPRISE: For outright brutality nothing quite beats this new move.

SPY ME A RIVER

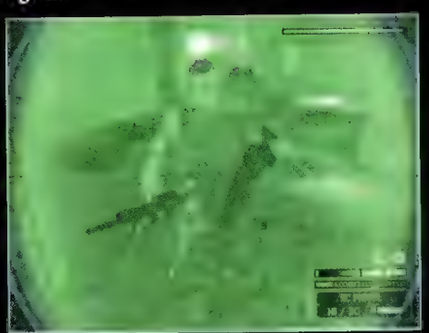
Once again, Sam's mission takes him all over the place in an attempt to find information that'll stop the outbreak of mass war. Of the 11 missions in *Chaos Theory*, no two use the same tricks. In the bank level, for instance, you've got plenty of laser grids and security cameras to dodge. In Seoul however, people are fighting one another in the streets and you're bang in the middle of it. Elsewhere the outdoor levels are open, while indoor levels like the ship are more linear.

BISH BASH BOSH

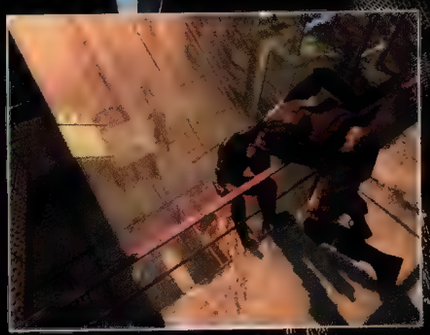
Sam's got a couple of new moves up his sleeve in *Chaos Theory* to add to his extensive repertoire of split jumps and neck throttling. Now there really does seem like there's a special, different way of killing someone to suit every occasion you can imagine.



Picture the scene. You slide your optic cable under a door only to discover there's a bloke stood right on the other side. Damn. In previous games you would have had to open up and face the consequences – now you can choose to 'bash door', shoulder barging it open and sparking the gimp on the other side out cold. We a-door doing that. <Puts gun to own head.>



In previous games, you could crack enemies round the head if they got close, but it wasn't always the most effective of attacks. Sam's new knife makes a lot of difference for such a humble weapon. You can stab enemies in the stomach or slash them in the throat – if you time it right it's such a quick, brutal attack, your victim won't even let out a groan.



You see a lone enemy stood on a high platform. What do you do? In previous games you'd have to shoot him off but he might get away. Instead, you can shimmy around ledges and now, when you reach an enemy, lunge at them, throw them over your shoulder and to their peril below. In a double whammy, if there's someone below the falling body might knock them out too.

Splinter Cell Chaos Theory

SPY VS SPY MERCS

For online play, *Chaos Theory* incorporates brand new maps – and a few classic ones – for the superb Spies vs Mercs game (first seen in *Pandora Tomorrow*). Up to four players compete in two teams – one team are spies, one mercenaries – as the mercs and their brutal firepower try to stop the stealthy spies from completing objectives. The whole thing's simply sublime and hugely competitive. If you missed out on it first time around, you won't want to again.

SAM FISHER'S OVERNIGHT BAG OF DEATH

Now you get more choice than ever over how you play *Splinter Cell*. At the start of each mission, you can choose from stealth equipment, assault equipment or Redding's recommendation – generally a combination of both. If you want to go in all guns blazing, the assault choice gives you frag grenades and plenty of bullets to do just that. Here's our selected backpack for maximum *Chaos Theory* 'fun'...

SC-20K

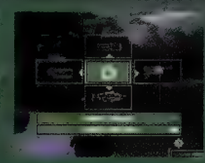
Sam's primary gun, it can fire bullets with ■ and projectiles with ■. You can zoom in on enemies using R3 then hold your breath for a limited time – it stops the sight wobbling those crucial excess millimetres – to get a more precise shot on your unwary target. You can also switch from single fire to rapid fire.

SC PISTOL

With no zoom, it's not as useful for offing enemies in the distance – but it makes up for that by being silenced. While nearby enemies will hear something when it's fired, they don't know it's a gunshot. Its secondary function is the OCP, which can interfere with electrical equipment like lights and security cameras.

AIRFOIL ROUND

Non-lethal, this is most useful in missions when you're not authorised to kill or for when you want to capture someone to interrogate. If you hit an enemy with one, they're stunned for a few seconds, giving you an opportunity to run over and grab them. Hit them in the head and they're knocked out cold.

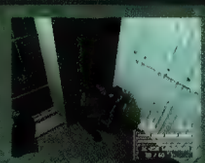


STICKY SHOCKER

Simple and effective, this can be fired at any part of an enemy's body – the result is the same. They're given an incapacitating electric shock that leaves them out cold. For added entertainment, shoot one into some shallow water (that you're not standing in) and watch anyone stood in it do the Sticky Shocker Shake.

WALL MINE

Enemies set wall mines to try to catch you out... well, blow you into small pieces. Deactivating them requires precision – pressing the button when the light is flashing green. It's worth it, though: once deactivated you can set them yourself. Stick one to a wall, attract some guards and watch them splatter all over.



STICKY CAMERA

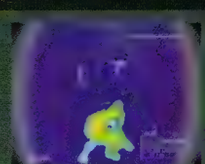
An old fave, this can be fired to stick onto any surface. It's useful for seeing around corners but even better for sparking out enemies. Hit a button to make the camera emit a clicking noise and nearby guards will approach it to investigate. Bad idea – another button fires out KO gas that has them in a heap on the floor.

NIGHT VISION GOGGLES

Ah – we've missed that familiar whirring noise. You rule in the darkness thanks to these. Without them, the game would be very black and, well, very pointless really. We challenge you not to have fun plunging a room into darkness then playing with the enemies as they stumble around, arms outstretched, looking for the light switch.

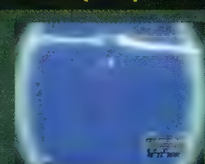
THERMAL VISION GOGGLES

Heat shows up bright red in thermal vision so it's perfect for spotting distant enemies that might be otherwise unnoticeable. It's also very handy for seeing through materials blocking your view. Before slicing your way into a tent, for instance, it's always a good idea to see who's inside first using thermal vision.



ELECTROMAGNETIC FIELD VISION (EMF)

Seen in *Pandora Tomorrow*'s multiplayer game, this is the first time Sam's been equipped with his own Electro Vision. It detects electrical equipment so, if you can hear a security camera beeping but can't see it, then these are invaluable. Frankly, the EMF is unbelievable. Ho ho. [*Showing your age there – Ed.*]

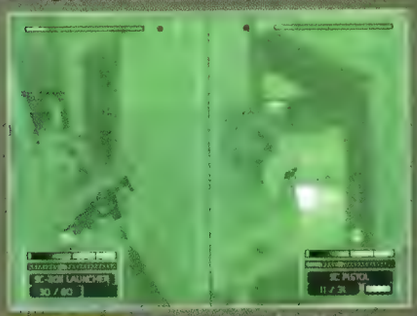


TWO'S COMPANY

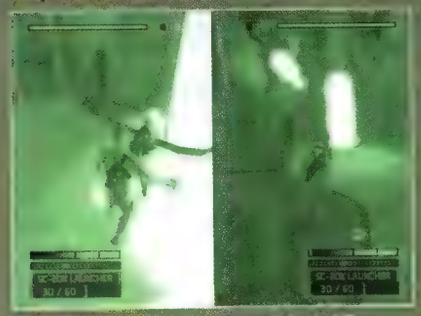
In the split-screen co-op game, you can team up with someone else, both of you playing as Shadownet spies. The missions are similar to the single-player ones, involving sneaking into an area, hacking computers and bypassing security devices, but having two players changes the game considerably. Firstly, there are over ten co-op moves, some of which are context sensitive, ranging from some Mission Impossible-style dangling your team-mate from the ceiling to reach a computer below, to letting them climb onto your shoulders to reach something high above. Then there's the fact that having two of you makes taking on enemies even more fun. One of you can attract their attention, then, while the enemy's pursuing them, the other can sneak past – or just knife them in the back. If the stingy four missions prove to be large enough to present enough of a challenge, this could turn out to be the ultimate in co-op.

MISSION IMPOSSIBLE: You can lower your team-mate into areas like this, controlling how far you raise and lower them.

JUMP TO IT: Almost as much fun as throwing one another across gaps and into enemies is firing them into the air.



TWO'S COMPANY: When there are two of you, there are many obstacles that can be crossed in new ways.



THREE'S A CROWD: While one spy goes in for the kill, the other can cover him or sneak past undetected.

HEADS-UP DISPLAY

ALARM INDICATOR

The number of alarms you've triggered is shown here. In some missions, you'll be able to set off as many as you like – but not without consequences. In others, you need to remain super-stealthy and even one triggered alarm will jeopardise the entire mission. Take care.

HEALTH BAR

Your health goes down realistically in *Chaos Theory*. That is, you won't survive more than about two or three shots in your melon if an enemy gets a clear sighting of you. Gun battles in light areas are suicidal – those beggars are bloody good shots. Keep yourself undercover.

WEAPON SELECT

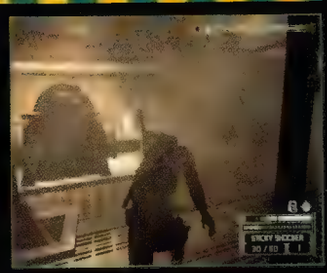
This box shows your current selected weapon. Switching weapons and gadgets is a matter of pressing L2 and scrolling through them on screen. However, the action doesn't pause while you're doing it, so it's always better to have the right weapon for a job selected before you go in for the kill.

LIGHT METER

As in previous games, the light meter shows how hidden you are in the shadows. When it's all the way to the left, enemies will pass within feet of you. To the right means you're in bright light and will be spotted from a long distance. In slight darkness, you're usually not spotted from a distance or when you remain still, but enemies might see you when you're moving.

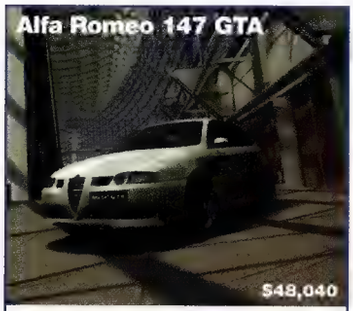
SOUND METER

The new sound meter means you no longer have to guess when your footsteps are going to be heard. The square on the meter represents background noise. If you're stood underneath a helicopter, running around behind an enemy won't get you heard. But when there's no background noise, you'll have to tread very slowly to avoid raising suspicions.



OBJECTIVES

Useful information you've gained from interrogating enemies is written in your notes. For instance, things like door codes and security device information appear there. Whenever objectives are given to you or whenever they're cancelled, this icon flashes to let you know.



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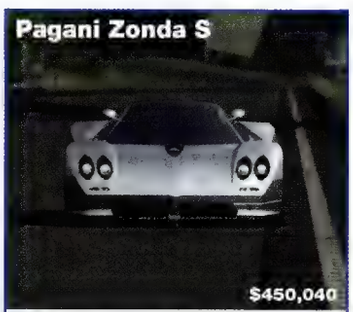

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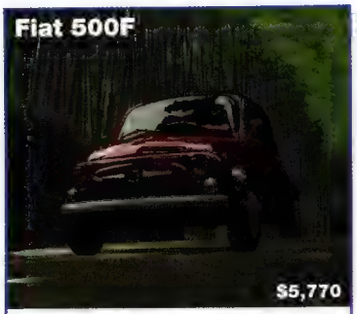

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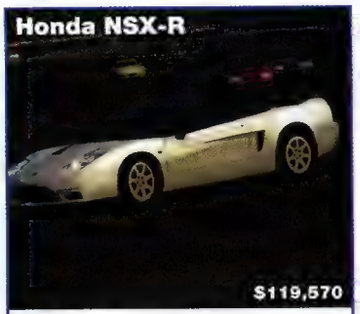

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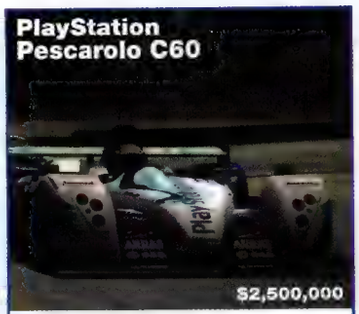

Mid-engined, rear wheel drive,
highly-successful race car. Incredible 591bhp.

Awesome limited-edition version
of a modern classic. 2005.

Fifth generation and the best GTi yet.
197bhp of driving pleasure.

Fun, Anyone?
PlayStation 2

GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR

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"MUCH, MUCH FASTER THAN LAST YEAR'S EFFORT." MIDNIGHT CLUB 3 PAGE 36

Hands

30

AREA 51
What exactly are the 50 areas prior to Area 51, anyway? What goes on in them? If they're even half as good as 51 promises to be, then we want in, right now.

34

FULL SPECTRUM WARRIOR
It's quite possible there'll soon be more PS2 war games than there have been wars. And here's another one.

36

MIDNIGHT CLUB 3
Surely they should race at noon? Better visibility and all that? Rockstar's racing sequel flouts the law again. Lock 'em all up.

You want more?!
More? You greedy lot. You disgust us. But check out Narc (back on pg35), Tenchu (38), Alien Hominid (38) and the revived Juiced (38). Get gone.

WELCOME...

DAN D

Ever had one of those mornings where it feels like the world's against you? Your flatmate spends an hour in the bathroom, the toaster destroys your last two slices of bread, and you manage to spit toothpaste down your t-shirt before you even leave the house.

Well, spare a thought for Mr *Juiced*. Somewhere out there, there's a man who worked on *Lamborghini* just before Rage went bust. Fair enough, thought Mr *Juiced* – and jumped ship to Acclaim, retasking his racer as a gritty, racing-for-pinks-style street-swerver. Then Acclaim went bust.

Now Mr *Juiced*'s got his third shot at the big pie – albeit with the stigma of a PSM2 59% clinging to his big, shiny baby – and THQ haven't even had the decency to change that name. From first impressions, it's looking improved – though not amazingly so – but now it's up against the street-racing might of *Need For Speed* and *Midnight Club 3*. Mr *Juiced* must be in tears.

What's the moral of all this? There's no moral. Just remember, somewhere out there, there's always someone much worse off than you.

PSM2

PREVIEW PROMISE

PSM2 is always first with the biggest and best games every issue, you can rely on us – here's why!

- Unlike any other PS2 mag, we play every game we preview – that means hands-on opinion, not net rumour.
- We're gamers just like you – so we print the detail you demand. Check our sidebars for the latest facts and stats.
- PSM2 is 100% editorially independent! You won't get the same quality of hard-hitting, informed, passionate reviews anywhere else.
- We feature more screenshots than any other magazine.
- You can see what we've played! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2. We see more in color. And don't you forget it.

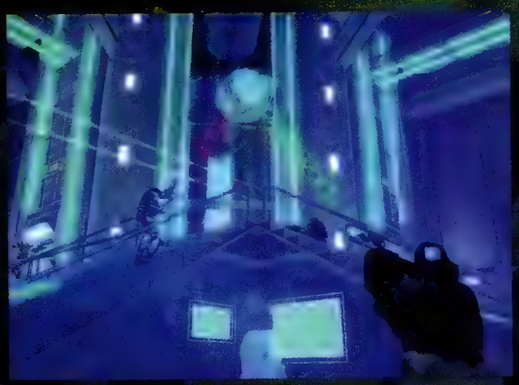
"INNOVATIVE? NAH. BUT THE MOST SUCCESSFUL PRODUCTS RARELY BREAK THE MOULD"

WATCH IT ON THE DVD VIDEO

Publisher: Midway
Developer: Midway ETA: April 2005

AREA 51

Midway's frenzied, celebrity-endorsed, shooter jolts your apathy like smelling salts... and that's *before* David Duchovny sprouts four arms and tackles Marilyn Manson.



ANTICIPATED FEATURES

- Online team and deathmatch modes.
- 10 types of human and alien weaponry.
- Harness the power of mutation as a virus infects you.

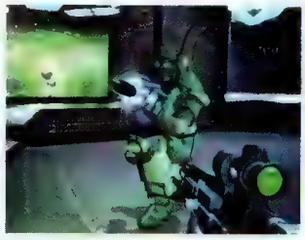
Before we make complete fools of ourselves *again* – after all, we were as guilty of everyone else of calling *Killzone* <sorry> a *Halo*-beater – we'd just like to point out that one of our dear chums from a neighbouring Xbox-magazine, and we quote, claims, "Area 51 is brilliant". In fact, he's gone as far to say it's the best thing he's played since *Halo 2*. Not *better* than Bungie's epic – that would be an extremely bold/mental claim to make about 80% finished preview code – but very, *very* good. In fact, if Midway's sci-fi shooter continues along this frenetic, expectation-defying trajectory, it'll be on course to collide with *TimeSplitters 2* for the title of best FPS on PS2. And you *can* quote us on that.

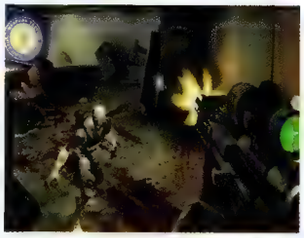
Employing the voice talents of ex-X-Filer, David Duchovny and gothic cabaret act Marilyn Manson, Midway are boasting the early contender for FPS Of The Year with *Area 51*. That's not the only reason for its contender status, of course, but the aforementioned stars are, if nothing else, a major statement of intent – Midway mean all sorts of business with this alien-based shooter and the big(ish) name signings are symbolic of its expectations and development budget.

Of course, *all* FPS games offer unique weapons, characters or levels, but most titles betray themselves with core gameplay that's shallow and unchallenging. Take, and it pains us to say it, *Timesplitters: Future Perfect*, for example – some people will argue that the coherent story mode fuels your desire to carry on playing and builds greater emotional attachment. But, as we lamented last month, *'Splitters* has lost its single-player sparkle after a dustfall of dumbed-down difficulty. It's too easy. What we need is a challenging, but fair, game that delivers a fine-balance between relentless action and a quasi-purposeful storyline. Well, as if the previous sentence didn't make it clear, this could be the – in single player, at least – FPS we've all been waiting for. Midway have doffed a cap to quite a few of the FPS big guns, and not necessarily those on PS2. For example, it's got a HAZMAT (Hazardous Materials) suit which was the name of the special get-up in *Deus Ex/Half Life* – and it doesn't look too dissimilar to (whisper it) *Halo*. One of the fringe characters has a striking resemblance to *Half-Life*'s Gordon Freeman. And it's also got a scanning system lifted straight from Gamecube's *Metroid Prime*. Innovative? Nah. But the most successful products (take iPod, for example) rarely break the mould – just steal everyone else's and make it look a lot sexier.

Playing through the action as Ethan Cole (Duchovny), you have to battle your way to the core of the

GREY PRIDE: The eg[illegible] don't appear until l[illegible] the game.





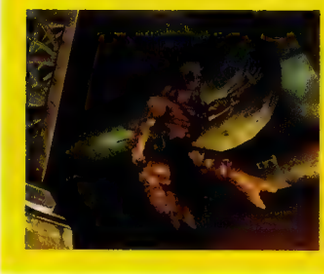
► underground labs of famed US top-secret military zone, Area 51. It's some of the most intense gameplay we've experienced. As you stalk around the myriad of corridors and labs of the industrial environment, you'll be fighting off aliens from all directions, without warning. Your team-mates – bless 'em – will back you up as much as possible, even calling out your name if a murderous soul is lurking behind you. But as you delve deeper into the murky chasms of the restricted area, friendships will be lost (or rather, taken away) as more and more mutants rip through your buddies like Cornetto wrappers, leaving you alone and cold with fear as you hear the heavy breathing of another human/alien hybrid. And all the while, you'll be wondering which angle your own particular decimation will be coming from.

As you try to discover exactly what the hell is happening, you'll be wielding an array of human and alien weaponry. From your basic pistol to the ingenious rebounding plasma rifle that fires rounds off walls, each have their own strengths and weaknesses. For example, should you come face to face with a flailing miscreant, the shotgun will blow them off their feet. But if the same creature were 20 yards away, the shotgun would be the equivalent of throwing a handful of hot gravel – slightly annoying but in no way dangerous. Our only concern at this stage is the amount of lead you have to reel off in order to down the early monsters – especially given the testing, but not unfair, scarcity of ammo packs.

Then you've got the seamlessly implemented puzzles. Where some FPS's allow you to plod unhindered around the level looking for a Level 1 Access Card, *Area 51* forces you to rely on your wits as well as your ol' grey matter. Early on in the game you have to acquire a security pass from an armoury, but the door's closed. The door only opens when two different people place their palms on the unlock pads. Glancing into some debris in the corner, you notice a recently amputated arm, which can only mean one thing. Yep, you have to place the soggy arm onto the other pad as you press the other one. But as you do this, mutants stream into the room, meaning you've got to fend them off, while the lifeless limb leaves a sloppy blood print as it slides off the panel and onto the floor. This typifies the sort of frantic anxiety that *Area 51* delivers by the bucket-load.

I'M A LETHAL ALIEN

► Sick of busting 'caps' all day long? Later in the game, a quick tap of ↑ on the D-pad will turn Ethan into a bloodthirsty mutant, complete with death-delivering claws, making him approximately six times as horrifying as the aliens in, er, Aliens. Mashing R3 in mutant mode will change your pistol-whip into a series of deadly claw attacks. There's also the chance to unleash some sort of exploding octopus. Which means you'll be squids in. Yes, it's late. Very late.



"AREA 51 IS GUNNING FOR THE TITLE OF BEST FPS ON PS2 – IT'S INTENSE"

LOVE MUZZLE: The recoil can really be felt through the DualShock pad.

The visuals are impressive, if not jaw-dropping, with shadows swaying from bullet-rocked light fixings and particle-rich explosive scenery. And, thanks to the physics, enemy corpses will wrap limply around railings and flop onto boxes in a rag-doll fashion. If there's one thing that let's the smooth action down, it's the slightly jaggy outlines of the characters. They're not as crisp as you'd like, but with almost three months of development left we'd bet good money on them smoothing the graphics over.

So, little glitches aside, we're pleasantly pleased by what we've seen in *Area 51*, even though Marilyn makes an appearance as a talking corpse. We've not been able to get to grips with the online mode yet, but we're still expecting great things from what could be PS2's best FPS – ever!™ Just don't saddle it with the unfair expectation of being a *Halo*-beater. **Nathan Irvine.**

Perform your own autopsy in Area 51 this April.

PSM² RECKONS

► **Those 'Xbox-beater' claims should be taken a pinch of salt. But since salt's bad for you, we'll settle for saying: *Area 51* is frenzied, responsive, occasionally surprising and – yes – gunning for the title of best FPS on PS2. The single player action's intense and the as-yet-untested online play is enticing. Get the review verdict next issue.**

GOING, GOING, GONE: The aliens attack from all directions at high speed.

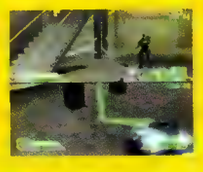
DUEL MASTER: Twin-handed guns are lethal, but chew through the ammo.

ALIEN PARTRIDGE: You get t[illegible] som[illegible] experimental guns later.

SIGHT OF HAND: [illegible] used at angles, like a [illegible]

MULTI-MAYHEM

Area 51 delivers an intense multiplayer experience. It's not on par with *TimeSplitters: Future Perfect* in terms of match variety, but for sheer excitement, it holds its own. Every single-player level is available, from dizzying chasms interlaced with narrow gantries, to huge open spaces and industrial mazes, plus a few unlockable stages too. A unique slant on the hair-trigger action is that once you've finished fighting on one map, you're teleported to the next in the list. There's also the chance to switch to mutant form on the fly, with a Mutant Infection mini-game pitting a human against an alien character. The speed's OK, but the dark environments can get confusing – and where's the four-player? Eh?



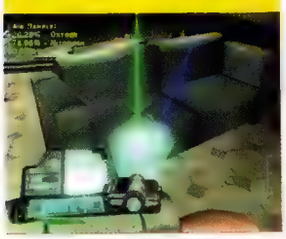
BUDDY HELL: Your pals will bark commands and lead you to safety.

SHOWER YOUR [illegible]: [illegible] grenades [illegible] the [illegible]

SQUAD DAMAGE: You don't control your pals, but they do provide decent help.

WHO'S THE SCAN, BABY?

While dishing out hot alien death will preoccupy most of your time, you'll also be called upon to use your scanner. This tool is used to extract information on skin samples and other visually interesting tit-bits around the game. It's also used to unlock secrets from computer terminals and documents littered about the place in order to solve puzzles.



Publisher: THQ
Developer: Pandemic Studios ■ ETA: April

FULL SPECTRUM WARRIOR+-

Ever fancied being in the army but too lazy to clamber from your Dorito crumb-strewn armchair? Here's your chance to be an military-endorsed death-dealer.

ANTICIPATED FEATURES
- 13 levels, including one new PS2-exclusive stage.
- Control up to 11 men at a time.
- No 'bosses' as such, but you do get to skirt around tanks.
- Brilliant 'let's-see-why-you're-dead' replay mode.

Remember that bit in Full Metal Jacket where Eightball gets shot by the sniper and everybody tries to rescue him and it all goes horribly, horribly wrong? Well, imagine that's all your fault and then imagine that it happens about eighteen times a mission – and you'll start to get an idea of how stressful being in the US army can be.

Designed as a training simulator for US grunts – then slightly toned down for us easily-frustrated gamers – *Full Spectrum Warrior* doesn't mess about. Sprint across open ground and you'll get shot. Get shot, and your team's effectively cut in half, because one man has to cart your sorry ass to the nearest medevac. Get two men shot, and it's game over. For this reason, it's imperative to work as a team, assigning certain squad members to provide covering fire while the others move. One well dug-in enemy can take a good five minutes to outflank, using superior numbers to skirt around and slot his ass. Because of all this, it's actually a bit more like a puzzle game than a squad-based shoot-em-up – slot your troops in the right places, assign them the right fire zones, and every mission can be accomplished at minimal risk to your boys. Later, you command up to three squads as once, getting the opportunity to play with smoke grenades and bazookas. It's difficult, but just the right side of frustrating – your boys are clever enough to drop prone and return fire if you've put them in danger, so they won't be shredded unless something really bad happens.

"IT'S UNFORGIVING... FSW BRINGS A WHOLE NEW MEANING TO MILITARY PRECISION"

TRACK ATTACK You don't drive vehicles – they appear as backup.

It's also worth mentioning that this is the definitive *Warrior*, with two formerly download-only Xbox levels, the PC-exclusive level and an all-new PS2 level packed into one very fraught day in war-torn Zekistan. In short, it's original, anthracite-hard and tremendously atmospheric – check out the Black Hawk Down-style shaky-cam – and looks like one of the best strategy games for ages. Now, if we can just persuade them to do a proper Vietnam version... Joel Snape

We should be on the ground in Zekistan with a review next issue. Move it out, people.

PSM RECKONS

It's not for everyone – the unforgiving nature and icon-heavy controls might put off some – but for anyone after a challenge, this gives a new meaning to 'military precision.' There's something hugely satisfying about a flawless pincer movement, and the intelligence of your squad's a definite improvement over the likes of *Rainbow Six*.

NOOO!

One of *Full Spectrum Warrior*'s most humbling features is the ability to watch a replay of an entire mission, letting you pinpoint the exact moment where your ham-arsed strategy turned a pack of apple-pie loving star quarterbacks into shrieking lumps of meat. Starting to rethink that hell-for-leather dash into no-man's land yet? Let's see Private Kowalksi go down in a haze of arterial spray just once more...

THE US ARMY WANTS YOU!

FSW – a sinister tool of US brain-washing? Some aspects of the military version – like the insistence on confirming every kill and decommissioning every dropped weapon – have been ditched, but it's still essentially a way of improving the murderous efficiency of teens. Slap in some 'Hoo-ah!' camaraderie, a bit of 'we-never-leave-a-man-behind' propaganda and it all starts to look a bit sinister...

STOP PRESS!

STOP PRESS!

Narc

Publisher: Midway ■ Developer: Midway ■ ETA: May 2005

Busts are great. Whether they're adorning a lady's front or reminding you what Mozart looked like, they're pleasing to the eye, even nicer to touch and... no, hang on a minute. *Narc*, obviously, isn't about that type of bust at all. Based on the ultra-violent 1988 arcade game, it's a *True Crime* clone, full of drugs, guns and – surprise! – ultra-violence. Oh, and busts.

Gravelly voice on, then: you are Jack Forzenski (voiced by Michael Madsen) or Marcus Hill (Bill 'Who He?' Bellamy) – one's a squeaky clean DEA agent, and the other makes Bad Lieutenant look like Dixon Of Dock Green. A typical mission goes like this: you're given an assignment by the sarge, maybe tailing a suspect. You're on your way, but then you spot somebody you don't like the look of – a sign-carrying Christian, say – so a bit of police brutality's in order. They resist arrest, 'forcing' you to batter them into submission with a barrage of knees and a golf-swing-style cuff-o-meter. Further action's at your discretion – a shoe to the kidneys might dislodge some drugs but it could also damage your rep. In extreme circumstances, it's possible to apply the 'super bust' – a nose-crunching takedown, followed by a swift cuffing. And yes, you can execute suspects, although it doesn't do your rep much good.

"YOU SPOT SOMEBODY YOU DON'T LIKE –A BIT OF POLICE BRUTALITY'S IN ORDER..."

OK, between subduing muggers, crackheads, graffiti artists and totally innocent civilians, we didn't get much more than a feeling of *GTA*-lite from Narc, and the fact that it's by the same developers as *State of Emergency* is written all over its gormless face. But a price of twenty quid means it's well worth a look for anyone who's mad for violence. Ray Parker Jr was right – bustin' makes you feel good.

Publisher: Rockstar
Developer: Rockstar San Diego ETA: April

MIDNIGHT CLUB 3: DUB EDITION

The world's darkest racer hits the streets with a tank full of nitrous – but will that be enough to outrace Need For Speed?

ANTICIPATED FEATURES

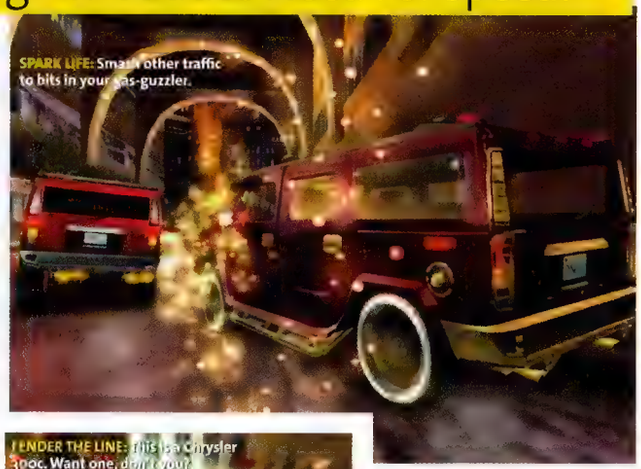
- Frenzy, Tag and Capture The Flag modes for two or more players – with up to eight playing online.
- Licensed vehicles from Mercedes, Cadillac, Nissan, Lexus and Mitsubishi, among many others.
- Semi-realistic recreations of Atlanta, Detroit and San Diego.
- Loads of customisation options.

You have to feel a bit sorry for the pedestrians. One minute they're having a moonlit stroll or inexplicably waiting outside a closed zoo – the next, they're poised to run, not sure which way the shiny, tricked-out car heading for them at something like 200 miles an hour's going to swerve. Poor little tykes.

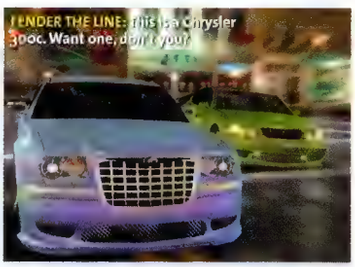
It's only going to get worse, too. We've mentioned in previous issues that this is the first Club to feature real cars, but that's not all Dub Edition's packing under the hood. Each class of cars now has its own special move, unlocked via *Burnout*-style dangerous driving. Muscle cars, for instance, get the Roar ability, which 'encourages' other traffic to swerve out of the way for a clear run – a bit like the police siren in *San Andreas*. Trucks and Hummers go a step further with Aggro, which swats other traffic away, and Sports cars get Zone, a burst of bullet-time style slow-mo which allows precision cornering. Each works well under different circumstances, increasing the temptation to razz it up the wrong side of the freeway at eye-troubling speeds.

The route design's as calculated as ever, encouraging glass-shattering detours through shopping malls and across piers in Atlanta, Detroit and San Diego – hell, in one section it's even possible to thrash it up a rollercoaster. Adding to the atmosphere, it's all lit up like Xzibits's Christmas tree – lights leave glowing trails as you belt past, lampposts drop to the floor in a cascade of sparks when they're hit, and scrapes send glowing shards of metal flying. It's also possible to trash your beautiful car, forcing costly repairs – something to make you think twice about pulling a paint-scraper up that narrow alley. And, most importantly of all, it's much, much faster than last year's effort – the bikes are genuinely scary, even without nitro. All in all, bad news for pedestrians. **Joel Snape**

Rockstar are still tweaking the difficulty level and online options, but this'll be ready in time for April.



SPARK LIFE: Smash other traffic to bits in your gas-guzzler.



FENDER THE LINE: This is a Chrysler 300C. Want one, don't you?

CORDON BLUR: Look at that vision-fuzzing Zone! Tasty.

RACING FOR PINKS

Because certain races demand a specific class of car, you'll need a well-stocked garage to rule the streets in *Club 3*, from Pontiacs to the infamous Hummer. It's possible to keep up to 20 fully customised rides on your memory card and race them online – although it'll also be possible to lose them in high-stakes races...

PSM² RECKONS

One to challenge the street-racing dominance of *Need For Speed*? Maybe – it's certainly fast enough – but it's currently lacking that trusty reward-packed EA game structure. And trees literally explode when you hit them. It's also a shame that you can't do bike wheelies until later on. Let's hope Rockstar tune it perfectly.

DUB-BLE TROUBLE

For the uninitiated, the subtitle refers to Dub, an obscenely aspirational men's mag about – ahem – rimming. Cars, that is. Want to know how shit your clapped-out two-door is compared to Busta Rhymes' pimped-up blingmobile? Here's the place to look. In keeping with this theme, the soundtrack's stuffed with potty-talking rap music to break speed limits to.

BIG PIMPING

'Practically limitless customisation options!' says Rockstar's press release. Now, hold on a minute. Sure, the customisation's impressive for turtle-wax-brandishing car buffs. Yes, it's impressive to see that you've got five types of nitrous feed. But we've seen Pimp My Ride, and frankly, until we've got a fishtank in the glovebox and a plasma-screen-toilet in the boot, we're not happy. Sort it out, Rockstar.

ROUTE OF ALL EVIL

As ever, there's no point simply bumbling between checkpoints – as you learn the layout of the cities, you'll know just when it's feasible to squeeze your motor down an unmarked alley or plough through an ornamental hedgerow to shave valuable seconds off your cornering time. The checkpoint radius is pretty forgiving, too – anywhere near the light and you'll nail it.

FUN, ANYONE?
PlayStation.2
namco

THE LEGEND OF TEKKEN'S FIRST LADY BEGINS HERE.
With her shadowy past, an impressive arsenal and trademark Tekken moves, Nina Williams is a woman to cross at your peril. www.ninawilliams.com

Publisher: Sega
Developer: xK2LLC ■ ETA: April 2005

TENCHU: FATAL SHADOWS

Not strictly a sequel, rather an update of a familiar classic – but does *Tenchu* still have what it takes two years on?

ANTICIPATED FEATURES
- New abilities specific to each character, including Rin's bone-breaking attacks.
- Hide underwater and drag bodies around.
- Buy items including poision rice and lethal throwing stars.

If you're sick to the core of watching grizzled old men in body-hugging wetsuits limp-wrist their way around oil rigs and military bases, you'll be glad to know that *Fatal Shadows* performs the hitherto unimaginable task of making stealth actually *sexy*.

Firstly, there's a noticeable drop in the number of men involved this time around. Former *Tenchu* protagonist Rikimaru has been axed in favour of series mainstay Ayame and newcomer, Rin. They're both women, they're both incredibly 'well-rounded' and, naturally, they're both deadly assassins with a penchant for murder. But, hey, that's women.

Then there's the feudal Japanese setting, something the *Tenchu* series has always done well. Every level is steeped in atmosphere, putting the likes of *Splinter Cell*, with its faceless grey corridors, to shame. In fact, thanks to this incredible atmosphere, crawling and creeping through each level is made doubly tense. The enemies' utterances of "Huh? What was that?" when you make a noise is infinitely more subtle than *Metal Gear's* piercing 'BRREEE!', yet just as effective, and you really do feel a sense of danger when it all kicks off.

We will say that little has changed since the last *Tenchu* title, *Wrath of Heaven*. It's more of an 'update' than a new game, but we're finding it hard to complain – with Sega's influence (they've taken over the license from Activison), *Fatal Shadows* is the most 'arcadey' *Tenchu* yet. Stealth moves are now accompanied by names like 'Flying Death Strike' and 'Spine Twisting Mega Bonk' and the whole thing feels pleasantly fuss-free. It's stealth without the hassle. Diet Stealth. A low-fat stealth muesli with semi-skimmed espionage. And a few slices of sneaking banana.

New character, Rin, works in the same way as *Wrath of Heaven's* secret character, Tesshu (bless you). By prodding pressure points she can make enemies snap and twist from within and is a master of hand-to-hand combat. So while Ayame sticks to her swords, Rin can waste enemies with naught but her fists.

It's familiar *Tenchu*, but with enough tweaks to make it worth it. If you were hoping for a radical departure from the series' formula, however, prepare to be disappointed.

Andrew Kelly

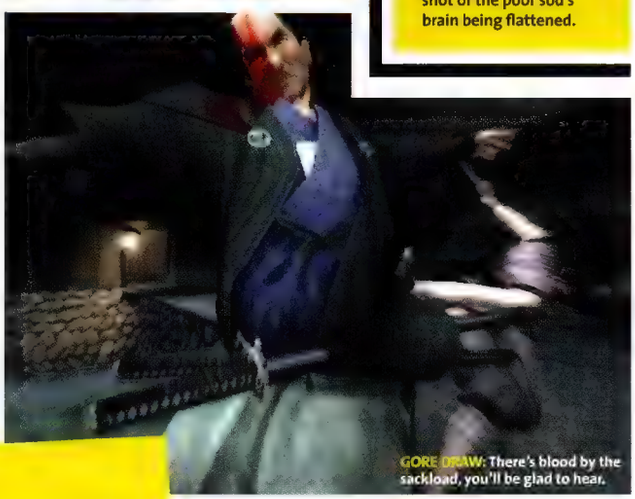
Tenchu is out in April.

FISTS OF FURY: Rin has a sword, but she prefers to use her fists.

DUEL MASTERS: There are plenty of boss fights like before.

BREAK TIME

Like *Death By Degrees*, *Tenchu* lets you witness the destruction of foes through x-ray vision. During a stealth kill, the camera shows you your enemy's bones snapping and shattering. Lovely. Our favourite sees Rin wrapping her thighs round a guard's neck, twisting downwards and bashing his head into the floor with a satisfying shot of the poor sod's brain being flattened.


GORE DRAW: There's blood by the sackload, you'll be glad to hear.

PSM RECKONS

The simplest stealth game on PS2 is shaping up to be one of the most enjoyable. Clever AI, fantastic level design and an unbeatable atmosphere combine to form something that, so far, is really rather special. If you can get past the fact that it's barely changed since the last game, we reckon that you'll be in for a treat. Pay at-*Tenchu* near its release date.

STOP PRESS!

ALIEN NATION: This will be great. Fact. Just trust us on this.

POUR HOM!

ALIEN HOMINID

In case you work somewhere with a stringent IT policy, here's a quick refresher – *Alien Hominid* was originally a cult net Flash game where a gleeful yellow alien chomps FBI stooge's heads and cuts them in half with lasers... available on the interweb for free. Now it's coming out on PS2, is largely the same game... and will cost twenty quid. Hmm. Suspend your scorn, though, because *Hominid's* actually amazingly good. It's just as frenetic as *Metal Slug*, with beautifully hand-drawn stylings that match *Viewtiful Joe* and tons of variety – check out the Matrix-style motorway chase, where a fat baby drops power-ups from a hang-glider as you bounce across cars. It's not a direct port, either – the animations have been tarted up, more levels, weapons and attacks have been added, and there's even a two-player co-op mode. There's also a plethora of minigames, including the hugely addictive Pinata-Chase mode. If this comes out a decent price point, it could be a surprise hit. Then you wouldn't have to play at work any more and get sacked. Phew.

MORE JUICE!

JUICED

Déjà vu? No, you aren't in a Matrix-inspired brain-frazz – this is still *Juiced*, the mod-tastic street racer that got a lacklustre 59% back in issue 53. The thing is, it was never released – Acclaim went bust and the game bobbed below the radar. But now THQ have picked it up, buffed its rims and insisted we give it another spin. So we did.

So is it different? Well, the cars' strengths and weaknesses have been made more emphatic – so they feel more individual – the menus have been polished, and it's generally been polished into a slightly less shallow game. It'll also be online, with proper 'lose your car forever' pink-slip races making defeat a genuinely frightening prospect, decimating your hard-earned stash of motors. But is it really different enough to make it an attractive prospect next to the all-conquering *Need For Speed* and forthcoming *Midnight Club 3*? Review number two next issue...

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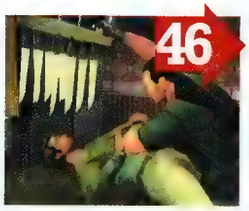
"SLICK LIKE SHAQ'S NOGGIN SMEARED WITH VASELINE"
NBA STREET VOLUME 3 PAGE 54

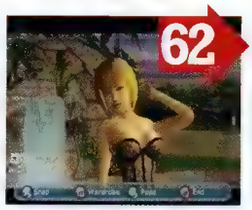
Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS



46 THE PUNISHER
The only game in living memory that lets you kill people with shotguns, knives, electric eels and rhinos. So wrong, it's almost so very right.

58 CONSTANTINE
Loveable scouse chain-smoker beomes Keanu Reeves, then gets enmeshed in satanic plot to take over the Earth. Dude, hellish isn't the word.



62 PLAYBOY: THE MANSION
Take photos of girls... with*out* getting arrested? It sounds brilliant, but...well, you probably know what's coming, really...

You want more?! We've got reviews of Cold Fear (54), Champions: Return to Arms (56), The Bard's Tale (60), Death By Degrees (67) and Gallop Racer 2 (68). *Ready? Dive in.*

WELCOME

Three – it's the magic number. Well, it was for *Metal Gear* and *GTA*, or if you were a member of De La Soul – but what about if you're Dante from *Devil May Cry*? After a dodgy second instalment, Tsuyoshi Tanaka's kept the reins for another go, but can he redeem himself with some flashy visuals and a guitar? Well, hiring the action director from top gangster-samurai-zombie flick Versus was a good start...

In other news, our ever-elastic sense of morality's been thoroughly twanged after playing *The Punisher* and *Playboy: The Mansion* in quick succession and finding ourselves doing things we never thought we'd honestly never consider 'fun'. Hiring girls, stalking them with a camera, making the sexy and then firing them again? Stamping a man's face into an ornamental fountain with ill-judged flicks of the analogue stick? They're both deeply disturbing, but only one's faithful to its glossily-stapled roots – and, as a result, quite good. Meanwhile, if you'd rather have horrible death and lady-pillows combined into one neat package, check out *Death By Degrees* – or rather, don't, because it's one of the most shameful by-the-numbers clunkers in recent memory. Somehow, we doubt Nina'll be making it to that magic number three...

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

DEVIL MAY CRY 3: DANTE'S AWAKENING

PSM2 SILVER AWARD

Young, dumb, and full of... erm, demonic powers – the white-haired demon's back!

PLAYING PS2 LONGER, HARDER, FASTER

REVIEWED THIS ISSUE

60 THE BARD'S TALE

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THE TRUTH

Every game ever! pg80

50 BROTHERS IN ARMS

The inevitable sequel to Money For Noth...no, hang on a minute...

40 FIFA STREET

56 NBA STREET VOLUME 3

"SHE'S A VACUOUS, CORPSE-EYED PIXEL PUPPET COMPLETELY DEVOID OF CHARISMA"

DEATH BY DEGREES PAGE 66

54 COLD FEAR

68 EYETOY: MONKEY MANIA

DANIEL GRIFFITHS
EDITOR: Dan's newfound interest in puppetry came to a macabre head recently, as he bought a crocodile, stole some sausages and inadvertently lynched a policeman. Tch, eh?

DANIEL DAWKINS
DEPUTY EDITOR: Dan almost ended up in a Prague jail-cell this month after impersonating a resident found him up on charges for... wait for it... Czech fraud! Badum...tish.

NATHAN IRVINE
STAFF WRITER: Never goes anywhere without the weighted boots that let him recreate the 'leaning' bit from Smooth Criminal. That's why he claims he's always late for work, anyway.

ANDREW KELLY
STAFF WRITER: Andy's proposal for a column called 'Kelly's Eye' was cut at the last second this month, as we all realised – almost too late – exactly which 'eye' he was talking about. Shudder.

DAVID COOK
PROD ED: Despite his name, Dave can't cook. Or expose fraudulent traders. Or, indeed, colonise the Pacific in the latter part of the eighteenth century. Loser. Good speller, though.

JOEL SNAPE
WRITER: Joel's in-no-way-based-on-PSM2 book is in the shops now! Buy it, and guess which character *isn't* Dan Dawkins! Then wait for it to be slammed on the Late Review, ending his futile hopes of being the next Jilly Cooper.

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 442kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"THE SERIES HAS FOUND ITS PLACE. THIS COULD WELL BE DANTE'S PEAK."

PSM2#59

PSM2
SILVER AWARD
THE MONEY SHOT
When you see a pole of any description, tap A to swing around it and muller the baddies. One of the most satisfying moves.

"DMC3 IS A GAME OF EXTREMES: FRUSTRATION, COMPOSURE, EXCITEMENT AND BACK AGAIN"

TRIVBURST

- Five unique fighting styles to choose from.
- Two-player co-op and optional missions hidden throughout the game.
- Upgrade your weapons and learn new moves.

PUBTALK

The smart arse thing to say down the boozer

Capcom producer Shinji Mikami originally designed *DMC3* to be part of the Resident Evil series, but eventually decided to keep it separate.

GAMEPIE

- 40% Ridiculous cutscenes
- 20% Ridiculous dialogue
- 20% Ridiculous combat
- 10% Ridiculous scoring
- 10% Ridiculous camera

"SPEAK OF THE DEVIL..."

DEVIL MAY CRY 3: DANTE'S AWAKENING

He's awakened, but he's angry. Someone got out of the wrong side of bed, make no mistake...

What *would* make a devil cry? Maybe if you tied its tail to a radiator or stole its pitchfork, you'd coax out a few tears, but we reckon the only way to *really* upset one would be to make it play *Devil May Cry 3* on the hardest setting for an hour. That, or just punch it in the horns.

You see, *Devil May Cry 3* is a game of extremes. Enjoyment leads to frustration, frustration to composure, composure to excitement and all the way back again. We'd play for an hour, get stuck at something monstrously hard, cast the pad aside, storm to our desks and scribble down lines of embittered notes before suddenly suppressing the rage and nestling back down for another go. And we'd succeed, sending a tremendous gust of fist-in-the-air satisfaction billowing through our cold, battered souls. The developers seem to have taken a leaf out of *Viewtiful Joe*'s book – it's comparable to that in terms of intense, needless difficulty. But we like it. We like *pain*. We pay money to get it from 'special' ladies, after all.

It teases you along, winking, pouting and smirking, before grabbing you by the balls and beating you around the face with them. But by treating you mean it somehow keeps you keen. You'll try missions again and again, cursing and howling like Joe Pesci trapped inside a washing machine, but therein lies its charm. Call us sadists, but we like the fact that it punishes your cack-handedness by sending you back to the beginning of the level after every failure. It gives you something to aim for – and with this comes genuine satisfaction.

It's mainly thanks to the combat system. If the first game was an angry alsatian, *DMC3* is a snarling, snapping mutant pitbull that's just been

EXTRAS! EXTRAS! EXTRAS!

Mode! Behaviour

- Finish the game and you can unlock new character models including Dante's old costume, topless Dante, gentleman Dante and his evil twin brother, Vergil.

ANEW DIRECTION: As a gunslinger, Dante can fire his pistols in any direction. Ace, prat.

"THE KIND OF THING TIM BURTON WOULD CREATE IF HE HAD A MILLION DOLLARS TO SPEND ON SET DESIGN"

stung in the buttocks by a wasp. Each of the six fighting styles has a unique set of moves attached, most of which make Dante look like the coolest man alive. In fact, we can barely describe some of his more outrageous special attacks.

But we're going to try anyway. In 'gunslinger' mode, Dante can leap into the air, pirouette downwards and create a twisting whirlpool of gunfire. As a 'trickster' he can zip behind foes, plunge his sword between their shoulder blades and zip away quick as a flash, while his 'swordmaster' persona lets him perform a whirling blade attack that butchers *anything*. And they get more and more ridiculous. Just when you thought things couldn't get any more harebrained, Dante starts juggling his pistols and riding his sword like a bull. Well, not literally, but you get the idea.

Even better, pulling these acrobatics off is as simple as tapping a button and tugging the analogue stick in whichever direction the enemy is facing. It's intuitive, yet actually requires some mastery, unlike the tedious button-bashing of games like *Dynasty Warriors* and *Nano Breaker*. If you imagine *Onimusha 3*, only faster and more immediate, you'll have some idea of what we're talking about – especially the dodge-and-block system controlled via one button. You can swish and roll about by prodding ⊗ and moving in a specific direction, which actually becomes surprisingly intuitive as time goes on. You'll be bobbing and weaving like a mad boxer in no time. The game requires timing, mastery and, above all, the manual dexterity of a grenade juggler.

Puzzling, on the other hand, is a much more familiar affair. The developers obviously recognise the wisdom of the maxim 'If it ain't broke, don't arse it up', since the tried-and-tested Capcom blend of block-prodding and item collection remains largely unchanged. The violence quotient has been increased considerably, though, meaning you'll be spending a lot more time stabbing things than mulling over impossibly-worded riddles.

However, even with such an uncompromising reliance on combat, you'll find that your mind rarely wanders, because the design is stunning, both in terms of aesthetics and how each level is structured. The classical gothic architecture from the first *DMC* has been favoured over the second game's steampunk vibe and, as a result, it looks completely and utterly fantastic at all times.

Vast caverns sink into a murky haze, the innards of an Earth-straddling beast pulsate and ripple with every movement and colossal towers stretch for miles skywards. It's the kind of thing Tim Burton would create if he had a billion dollars to spend on set design and it adds immeasurably

MUSIC TO MY FEARS

By far the greatest addition to Dante's arsenal has to be his guitar. By riffing and twiddling his plank (cough) he can unleash deafening bursts of musical energy that destroy anything in their path. One special technique even lets you fall to your knees and perform a massive solo, releasing huge bursts of death-dealing power. Like a sort of tuneful smart bomb. Fantastic.

MIGHT AS WELL JUMP: Leap into the air and play a riff.

AXE HAPPY: If it gets hairy, use yer geetar as an axe.

POWER BALLAD: Perform a special attack and Dante's solo will level anything in the area. Satisfying? You bet your ass it is.

EXTRAS! EXTRAS! EXTRAS!

Behind The Scenes

- You can also unlock a selection of movies including live-action storyboards and motion capture stuff from Capcom HQ. Good stuff.

ANOTHER LEVEL

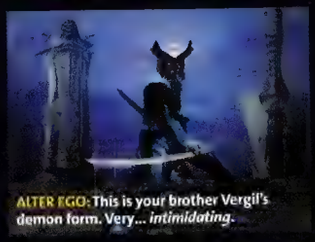
Collect enough red souls and you can upgrade your weapons, unlock new moves and buy items to restore health or magic power. It works in the same way as *Onimusha 3*, although the rewards are rather more apparent. Increase your weapon's power level and you can perform a greater range of attacks. And the new special attacks like the ones on the right are definitely worth the trouble of unlocking. Some of them are awesome.

THE JUMP OFF: As your skills increase you can juggle enemies higher and for longer. Our favourite ability.

WHIRLING DERVISH: The power of the nunchucks can be increased and you'll soon be pulling off moves like this.

WORLD IN MOTION: The motion blur effects are fantastic, especially during the more acrobatic moves.

BAD TO THE BONE: This old bloke is the source of all your troubles. The swine.



ALTER EGO: This is your brother Vergil's demon form. Very... *intimidating*.

MUSIC BEING FOOD OF DEATH: In . guitar is impractical, but it's very powerful.

to the game's atmosphere. The weather effects help too. The rain-lashed streets are imposing and add to the whole 'gothic' feel of the game.

But in saying that, there's no hiding the fact that some missions follow the tired formula of 'clear room, proceed, clear room, proceed' and when you've exhausted whatever move set you're currently using, it occasionally slips into the sort of slogging tedium that games like the aforementioned *Dynasty Warriors* suffer from. But not often – as we said before, the levels are filled with extraneous detail, things to interact with and all sorts of tomfoolery that makes the relentless hackery and slashery seem less of a problem.

And while we're on the subject of flaws, the whole thing feels distinctly 'samey' – we've seen it all before, be it *Onimusha*, *Resident Evil* or even the first *Devil May Cry*. Don't get us wrong, there are innovations, but all within the confines of the series' formula. Next time (if there is a next time – we'll have to see how well this one sells) Capcom need to experiment with other ideas to stop the series from going stale. We don't want that – and we're positive that the developers don't.

One thing that needs no improving, however, is the frankly ridiculous way in which the cut-scenes are directed. The game's intro is like a John Woo film, only John Woo is off his mash on hallucinogens and the special effects crew have just discovered the 'slow motion' button. In one scene, Dante puts his coat on and we get an inexplicable 'in-sleeve' shot of his arm sliding into position accompanied by an entirely needless Matrix-esque 'Whoooooosh' – that's him *putting his coat on*, ferchrisakes! Scenes that involve swords and guns... well, they're just preposterous. It's beyond what even the maddest Japanese slapstick kung-fu flick is capable of.

The plot itself is hardly worth mentioning. It's like Buffy or something.

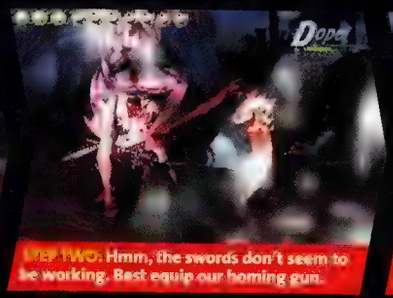
"THE GAME'S INTRO IS LIKE JOHN WOO, BUT WITH WOO OFF HIS MASH ON HALLUCINOGENS"

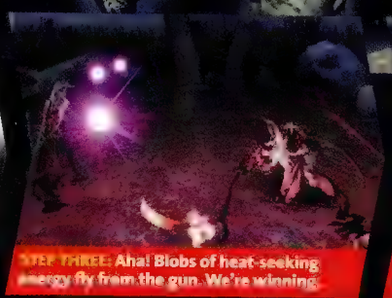
SIX REASONS TO LOVE DMC3...

If you still aren't convinced, cast your eyes over these choice moments and think again.

1. LETHAL NEW WEAPONS!

STEP ONE: Dante must defeat this troupe of super-powerful demons to continue.

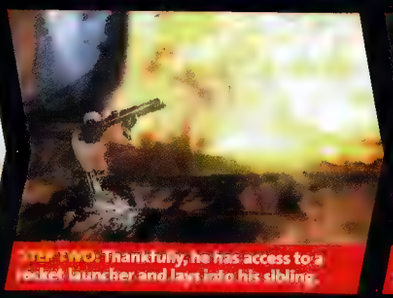

STEP TWO: Hmm, the swords don't seem to be working. Best equip our homing gun.

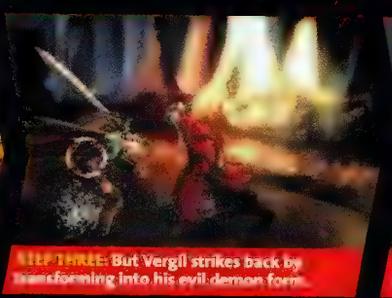

STEP THREE: Aha! Blobs of heat-seeking energy fly from the gun. We're winning.

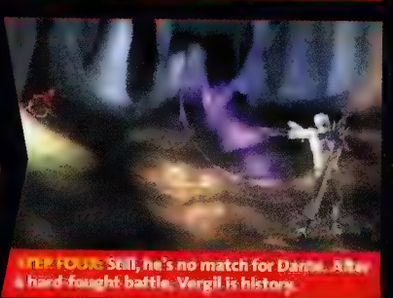
STEP FOUR: Weakened, we finish the blighters off with Dante's trusty sword. Job well done.

2. EPIC DUELS!

STEP ONE: Dante must duel with his evil twin brother, the evil (and slightly camp) Vergil.

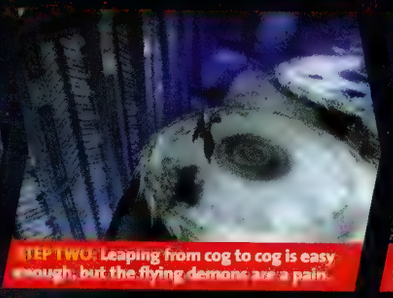

STEP TWO: Thankfully, he has access to a rocket launcher and lays into his sibling.

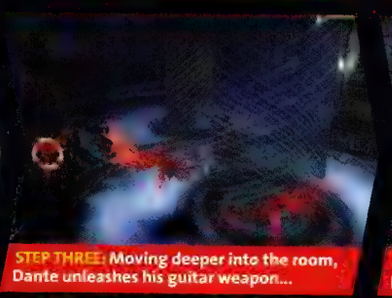

STEP THREE: But Vergil strikes back by transforming into his evil demon form.


STEP FOUR: Still, he's no match for Dante. After a hard-fought battle, Vergil is history.

3. TWISTED LEVEL DESIGN!

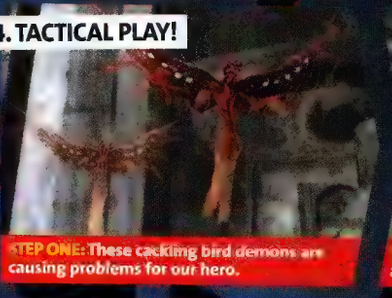
STEP ONE: On a constantly rotating set of giant gears, Dante has to battle to proceed.

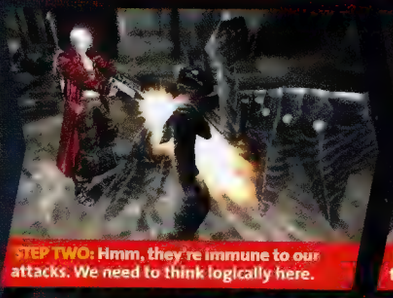

STEP TWO: Leaping from cog to cog is easy enough, but the flying demons are a pain.


STEP THREE: Moving deeper into the room, Dante unleashes his guitar weapon...

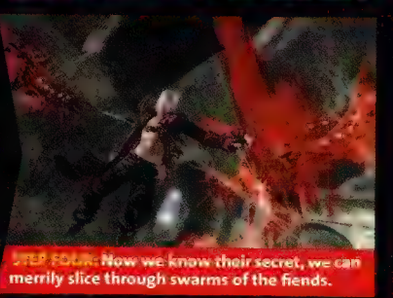
STEP FOUR: And in a blaze of riffs, the demonic pests fall to their doom below. Intense stuff.

4. TACTICAL PLAY!

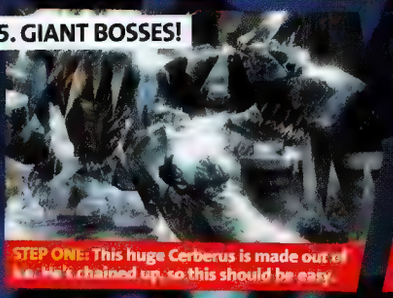

STEP ONE: These cackling bird demons are causing problems for our hero.

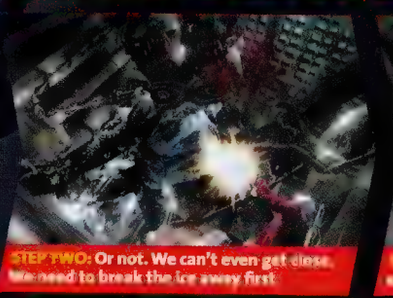

STEP TWO: Hmm, they're immune to our attacks. We need to think logically here.

STEP THREE: Ah! Juggle them in the air, slam them down and they become stunned!


STEP FOUR: Now we know their secret, we can merrily slice through swarms of the fiends.

5. GIANT BOSSES!


STEP ONE: This huge Cerberus is made out of ice. He's chained up, so this should be easy.


STEP TWO: Or not. We can't even get close. We need to break the ice away first.

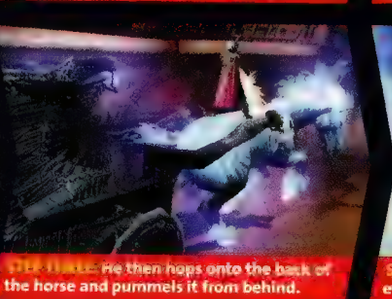
STEP THREE: With the ice gone, we can blast each head into a fleshy, meaty pulp.

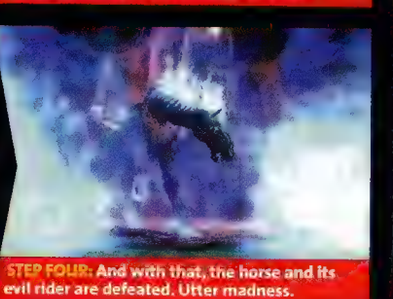
STEP FOUR: His stomp attack is deadly, but key timing should see you through this one.

6. RIDICULOUS SET-PIECES!

STEP ONE: This horrible skeleton man is trying to waste Dante with his chariot.

STEP TWO: Dante leaps into the air and fills the demon full of lead, but to no avail.


STEP THREE: He then hops onto the back of the horse and pummels it from behind.


STEP FOUR: And with that, the horse and its evil rider are defeated. Utter madness.

YOUNG BUCK: You're Dante is just as cocky as a youngster.

LADY IN RED: Demon hunter Lady wants to kill you.

FIST OF FUN: With these bracers, Dante can engage in hand-to-hand combat with foes.

AIR TODAY...

Many of Dante's new moves (especially in his 'trickster' guise) take the action skywards. You can juggle enemies in the air and, like the previous two games, tapping the fire button rapidly lets you hover in the air. Further into the game you can also unlock a higher jump, letting you reach hard-to-spot objects and keep enemies in the air for longer baddie-juggling thrills.

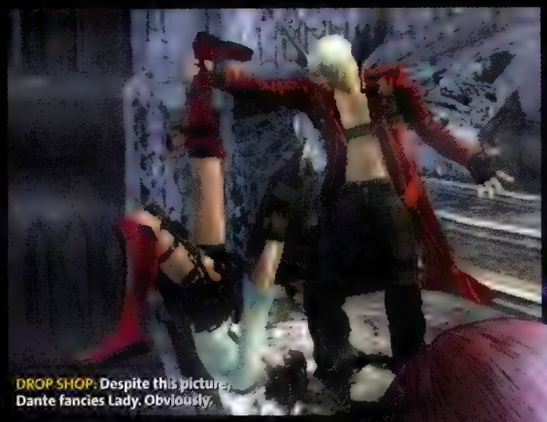
DESIGN FOR LIFE: Some of the decoration and statues are really massively detailed. This is a beautiful-looking game.

TAKE OUT: You can perform a dash attack on enemies

RAIN MAN: The weather effects add to the atmos

DUST BUSTERS: Enemies vanish into puffs of dust when you finally defeat them. Lovely.

BLOCK PARTY: Enemies are smarter. They can block, duck and weave.



DROP SHOP: Despite this picture, Dante fancies Lady. Obviously.

"YOU'LL GRIND YOUR TEETH TO A FINE CALCIUM GRIT, BUT AT LEAST YOU'RE GETTING VALUE"

only far more tedious. In fact, we're boring ourselves just thinking about it. The voice acting is awful, full of cod-philosophical babbling and unoriginal fantasy nonsense like "I shall become a God!" We hate it. But don't let that put you off – this isn't a game about plot. It's about death, chaos and far-fetched madness. If you want drama, go and read the novels of Proust. Or watch Eastenders. Welcome to *Devil May Cry 3* – leave your brain at the door. Well, except for the puzzle sections. You'll have to go back and fetch it when those crop up. But they aren't too taxing, at least. We're certain that Capcom have made them idiot-proof so as not to break up the action.

Fact is that – plot aside – *Devil May Cry 3* is splendid. Much like *Viewtiful Joe* its hardness makes it more appealing. You'll grind your teeth to a fine calcium grit, but at least you're getting your money's worth. All too often you'll spend your hard-earned on a game, only to discover that it's ten hours long, completely devoid of extras and completely unsatisfying. No such problems here. When you've finished this there's plenty more to do, be it replaying with different characters – we daren't say who – and playing with your now-fully-upgraded Dante. You won't feel short-changed. Capcom have obviously reacted to people's complaints that *Devil May Cry 2* was unfulfilling and that the second disc was merely a clumsy re-hash of the first one, but with a different character and almost exactly the same set of moves. They've taken every problem, mistake and complaint from the first two games and, simply, fixed them. Improved them. Made it less frustrating. Made it *better*. Why can't more developers do this? It makes a sequel truly worth owning if there's an actual marked difference between it and its forebears. Sticking a couple of new characters or levels in simply won't cut it. Therefore, we expect the next *Devil May Cry* to be a massive step forward for the series in terms of quality. Ball's in your proverbial court, Capcom.

Anyway, the combat is beyond satisfying, the cut-scenes are brilliant and finishing the damn thing will be a long, hard-fought slog for even the most hardcore series veteran. If you can put up with the dreadful thrash-rock, the unexceptional plot and the unyielding hardness of it all you won't be disappointed. In fact, you'll revel in it. Otherwise, think long and hard before buying this and perhaps try softer, more accessible alternatives like *Onimusha 3* – or even the very first *Devil May Cry*. You big baby, you. **Andy Kelly**

■ *Devil May Cry 3 reaches the UK on March 25th.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast-paced, responsive combat. A joy to play. – Some unimaginative levels taste sour.	+ Beautiful architecture, massive playing areas. – A rhapsody in grey and brown.	+ Good atmospheric music and sound effects. – The screeching death rock can prove tiresome.

LIFESPAN

There are 20 levels (and a couple of secret ones), but it's harder than tungsten-tipped screws and as such has massive replay value.

MINUTES | YEARS

IT'S BETTER THAN...
DYNASTY WARRIORS

IT'S WORSE THAN...
ONIMUSHA 3

Some of the most satisfying combat we've ever experienced, masses of things to do and see and some obscenely good cut-scenes make this a worthy sequel.

89

INFOSTRIP

DETAILS

Developer: Volition
Publisher: THQ
Players: 1
Memory Save: 366KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEDIGIT

2

The number of testicles the Punisher decides a victim doesn't need, before placing him on one of those 'table with a buzzsaw' things and watching him be sliced in two. Starting from the balls.

TOP FIVE PUNISHMENTS

- Feeding a man to piranhas.
- Dropping knives on his head.
- Burning in a crematorium.
- Feeding a man to a shark.
- Making him play *Fight Club*.

GAMEFAX

Action/Adventure
Violent
Official License
Easy

TRIVBURST

- Based round the Marvel comic character.
- Unspeakably violent.
- Ties in loosely with the utterly dreadful movie starring Thomas Jane and John Travolta.

FEELING FLUSH: "You dropped my keys, you get them back!"

DOCTOR, I CAN'T STOP COFFINS: A contender for game moment of the year?

THE MONEY SHOT

Here we see the Punisher, displaying scant regard for wildlife and the ecosystem in general, destroying a load of fish tanks, murdering our piscine friends. Curiously, this only works on some fish tanks, not all. Ho hum.

SONS AND SLAUGHTERS

Kill enough enemies and your Slaughter bar will rise. When it's full, a quick tap of △ enters Slaughter mode and turns the Punisher into a superhuman death machine. The screen goes grey and the Pun develops a rare old turn of pace and the ability to kill with the merest of touches. An ideal trick for crowded areas, or if you happen to find yourself in a room with Jeremies Beadle, Clarkson and Spake simultaneously.

FADE TO GREY: When your screen goes like this, it means you're in Slaughter mode. Those coffins are about to be filled.

"CRIME AND PUNISHMENT"

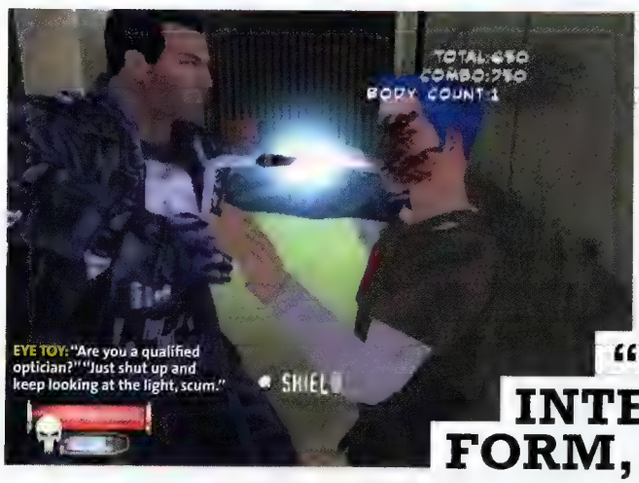
THE PUNISHER

PSM2 SILVER AWARD

Is brutal torture really a deserved punishment for light thuggery? Apparently so, and who are we to argue?

FASHION CRIME: Punny gets offended by poor leisurewear.

TWO TO TANGO: "And left, two, three and die, two, three..."



EYE TOY: "Are you a qualified optician?" "Just shut up and keep looking at the light, scum."

What's a minor thug to do? You're on the bottom rung of your criminal gang, overlooked and underpaid. Consequently, while on some shady activity at the, erm, zoo, you don't feel bad about sneaking off for a look at the piranha fish. You're just admiring the flesh-eating beasts when, suddenly, a psycho in a big trenchcoat grabs you, mutters something about "information" and then, without waiting even a microsecond for a response, plunges your head into the water and stands impassively as the ravenous creatures tear your face off. You see, crime doesn't pay. Unless you're a piranha.

This is the world of the Punisher, the bleakest character on the Marvel comics roster. In paper form, he's intense, menacing, brooding and utterly sadistic. As a game character, though, he's rubbish, lacking any semblance of charisma and as wooden as the rainforest. But that's (surprisingly) a good thing – it makes him a useful blank canvas for you to paint your sadistic desires on.

"IN COMICS, HE'S INTENSE. IN DIGITAL FORM, HE'S RUBBISH..."

There's a plot, but we won't get into that because a) it'd spoil it and b) it's crap. Anyway, Mr Punisher is an excuse to go around mowing loads of blokes down with big guns – and, of course, to indulge in *The Punisher*'s much-vaunted torture sequences. Any character can be tortured in any one of four basic ways (choking, punching, slamming their head into the floor or threatening to shoot them). However, any blokes with a big Punisher logo above their heads are the ones who have supposedly vital information. Grab one of these unfortunates, guide him to the nearest torture point (signified by another Punisher logo), get any info you might require (except you won't need it – more on this soon) with a few waggles of the stick and then indulge in the nasty stuff. Impale him on the razor-sharp tusk of a wall-mounted elephant's head. Crush his skull

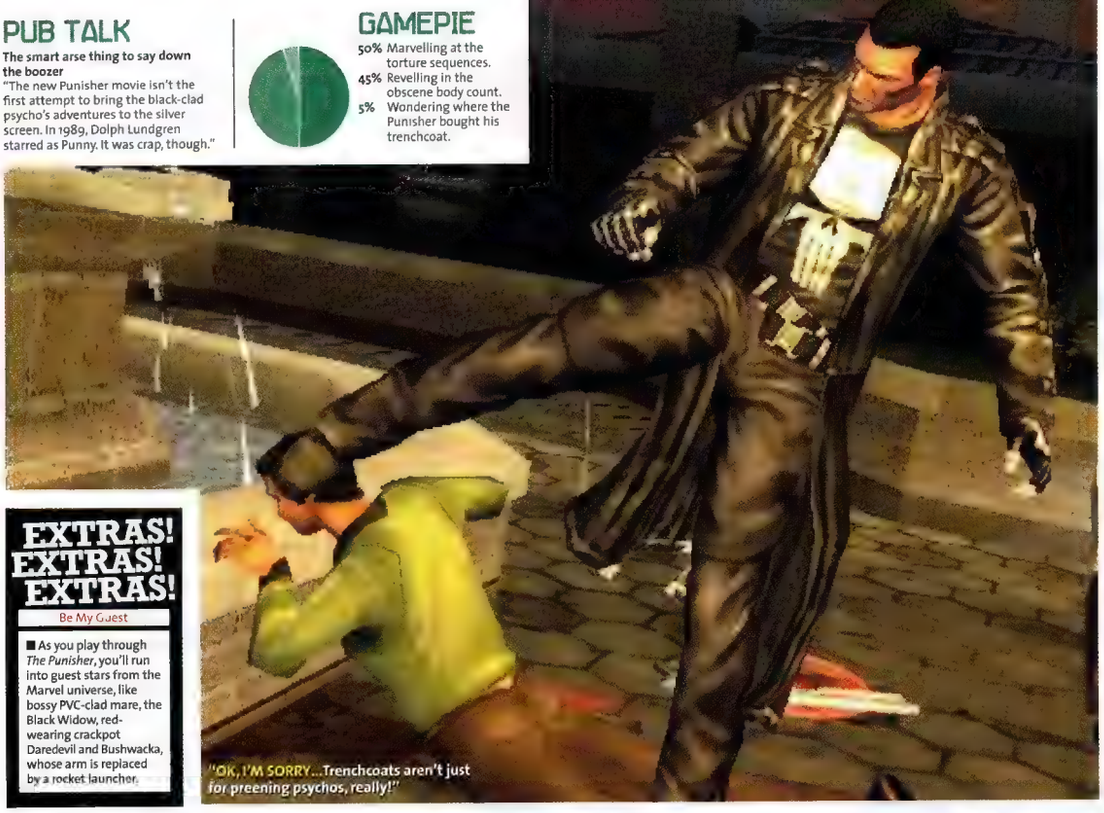
PUB TALK

The smart arse thing to say down the boozer

"The new Punisher movie isn't the first attempt to bring the black-clad psycho's adventures to the silver screen. In 1989, Dolph Lundgren starred as Punny. It was crap, though."

GAMEPIE

50% Marvelling at the torture sequences.
45% Revelling in the obscene body count.
5% Wondering where the Punisher bought his trenchcoat.



"OK, I'M SORRY...Trenchcoats aren't just for preening psychos, really!"

EXTRAS! EXTRAS! EXTRAS!

Be My Guest

■ As you play through *The Punisher*, you'll run into guest stars from the Marvel universe, like bossy PVC-clad mare, the Black Widow, red-wearing crackpot Daredevil and Bushwacka, whose arm is replaced by a rocket launcher.

AGLASS ACT: Punny destroys a perfectly good table with a man's face.

WHERE'S YOUR HEAD AT? Did we mention that this is a really violent game?

"CRUSH HIS SKULL, DROP A SKIP ON HIS HEAD, CHUCK HIM OUT A WINDOW..."

against a toilet bowl. *Drop a frikkin' skip on his head.* Or simply chuck him out the window. It's bloodthirsty, it's obscene. It's fantastic.

Yet the torture raises a few issues. Firstly – at no point do you ever *need* the information that's on offer. Any problem can be resolved by merely barging in, all guns blazing. Secondly – you're actually docked points for killing people once you've made them crack and tell you what they know. As you buy upgraded equipment with points, it's a bit annoying – you're basically being forced to choose between upgrading or watching the unfolding brutality. They're actually *encouraging you to ignore* the game's major selling point. It's like going into a pet shop and being palmed off with a sickly hamster instead of the big, bounding Dalmatian you'd set your heart on. Thirdly, and finally, torturing someone gains you extra energy. All well and good, but it's quite difficult to die in *The Punisher* anyway. Punny can take a whole heap of, well, punishment, so you've got to be majorly cack to actually cark it. And the levels are so short and save points so frequent, you end up gliding through the game with ease.

Still, a little easy it may be, but that doesn't stop *The Punisher* from being tremendous, if mindless, fun. As you know you're almost certainly not going to die, you can just wade into gunfights and whirl around like a tornado of death until the room is a mess of mangled bodies. Unchallenging, yes, but certainly satisfying. And there's a refreshing variety to the levels as well (including a car repair shop, zoo, a huge liner and a terrific one set in a funeral parlour which begins with the Punisher *leaping out of a coffin* and mowing down startled mourners). And, though you'll sail through the main game, you've got Challenge Mode (with objectives like 'finish a level in two minutes' or 'torture six people in 90 seconds') and Punishment Mode (kill a constant stream of baddies and rack up a record score) to keep you going.

Behind the gore, *The Punisher* does nothing new. But what it does, it does very well and it'll keep you going until you finish it simply becasue won't want to miss out on any of the spectacular torture set-pieces. Yes, you've played thousands of 'man-in-flowing-coat' games and, yes, this dishes up the same 'third-person-room-clearing' gameplay but that doesn't mean it's not fun. In an exquisitely brutal, 18-rated certificate kind of way, of course. **David Cook**

The Punisher is out now. Go hurt somebody.

SHOT STUFF: The shotgun – the unstable murderer's best friend.

HOLD THE FRONT PAGE!

The Punisher's apartment has an entire wall covered in newspaper clippings detailing his activities, which is going to look a bit incriminating if the police come barging in. Anyway, as the game progresses, he gathers more and more, which offer such works of headlinery as "Punisher Kills Zoo Animals: Makes Children Cry" and "Mafia Matriarch Murdered". There's no benefit in these, but they add to the sense of well-roundedness.

LOAD OF WALLS: "Officer, just 'cos I keep a wall of clippings about the Punisher, that doesn't mean I *am* him... Bribe?"

GO CRUISING: There's a lack of fizz in these headlines.

MAFIA GOWL: Punny takes out the local mafia.

POLAR POWER: Though there's a zoo, at no point do you actually punch a polar bear in the face. Which is a shame.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Slick, smooth and deliciously violent – Easier than Randy Susan from the kebab house.	+ Torture segments look particularly gruesome. – Frame-rate gets a mite juddery sometimes.	+ Excellently overblown menu music. – Acting hammier than a pig sandwich.

LIFESPAN

The main game's long, but far too easy. However, the extra modes and things to unlock should keep you punishing for a while.

MINUTES ——— YEARS

IT'S BETTER THAN...
MAX PAYNE

IT'S WORSE THAN...
MANHUNT

More violent than *San Andreas*? Yep. More violent than *Manhunt*? Maybe. But this isn't just about the gore – it's solid fun. Capital punishment indeed.

82

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 248kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
If you think Ronaldinho is skilful, keep an eye on Brazil's Jean Carlos. He's got all the moves of Ronny and he's only *nine years old.*"

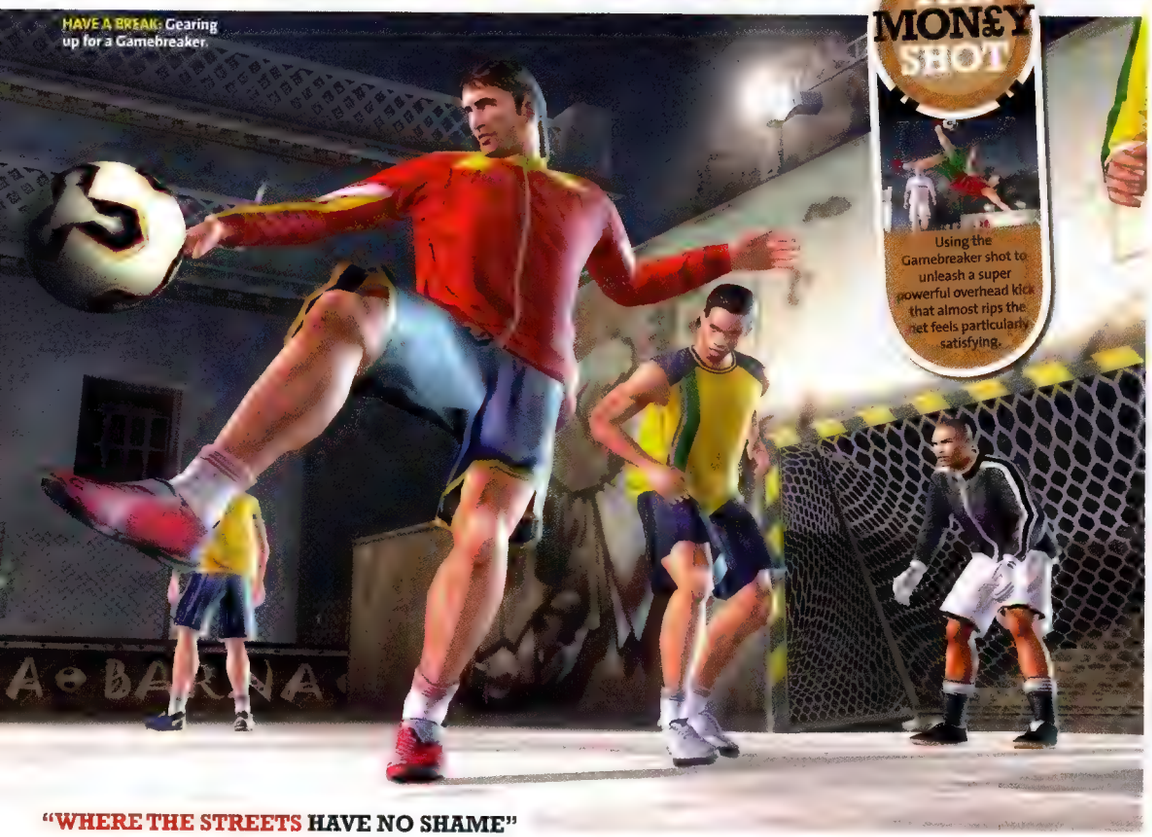
GAMEPIE
10% flicking the ball...
10% ... lollipopping...
10% ... spinning...
70% ... watching your perfect shot be saved by the robo-keepers.

GAMEFAX
Sports
Original
Hard
On-rails

TRIVBURST
- 10 different worldwide footballing venues, from Marseille to Lagos.
- Create a character, train them up to be the epitome of flair, then destroy the opposition.

HELLO, SAILOR: "Camp? Me? How dare you?"

CAUGHT IN A TRAP: Trapping happens rarely.


HAVE A BREAK: Gearing up for a Gamebreaker.

THE MONEY SHOT

Using the Gamebreaker shot to unleash a super powerful overhead kick that almost rips the net feels particularly satisfying.

COCK O' THE STREET

Rule The Street mode is the main crux of *FIFA Street*. This is where you get to assemble your own team of all-stars and compete against sides of varying abilities. You get to unlock potential transfer targets by earning Skill Bills (hmm), which also allow you to enter country specific tournaments. You can also upgrade and change the kit of your created players, so that they have the skills and looks necessary to take on the worlds finest.

BILL, PLEASE: Earn those vital Skill Bills, then you too can be embarrassed by players better than you could ever hope to be.

"WHERE THE STREETS HAVE NO SHAME"

FIFA STREET

EA take footie back to the streets. What could go wrong...?

OK, we're making a plea to EA – stop filling your titles with chav drivel. It's not big, it's not clever and it's the total opposite of being, ahem, 'down wit' da kids'. EA's chav-bile is incessant these days. *NFSU2*'s cringingly dreadful 'street speak' text messages, for instance, demonstrates desperateness rather than originality. The final straw is *Street*'s 'commentary', which grates on an already frustrating gaming experience. Harvey of So Solid 'fame' has been roped in to freestyle over the 'action'. "Feel the beat, it's *FIFA Street*" is as good as it gets – in other words, frikkin' awful. And that pretty much goes for the game too.

We had concerns over *FIFA Street* in last month's preview. We didn't like the unresponsive controls or the futile commentary, and it all felt a bit too forced – and oddly unnatural, like becoming aroused at the sight of traffic cones. Then, an hour into the action, we notice something poorer than a Dickensian orphan – the repetitiveness. The constant end-to-end action reduces football to basketball. The fluidity of football is near nonexistent. One minute your player's darting around the pitch as if the ball's attached to his trainer, the next he's struggling to get anywhere near it.

Don't get us wrong, there are some joyous moments within *FIFA Street*. Like stringing together a five trick combo and finishing it off with a blistering volley. It feels especially good when you intercept a Gamebreaker (a super-strong, near-impossible to defend, shot on goal). But for every pixel-perfect pirouette there's a spiralling feeling that you're not actually doing anything. The slide tackles take too long to recover from and the shooting target is pointless – even if you do aim bang-on the top corner, it can still end up flying high and wide. It also scuffs up running and shooting when the ball's loose, because you use the left-stick to aim AND move. Hello? You can't do both *at the same time*!

We like our footie games slick – and at times *FIFA Street* is just that – but the emphasis on flash over actual *control* makes games a confusing chore. And the sad thing is that there's almost certainly another *FIFA Street* in the pipeline already... Hopefully the next will address the problems – including giving Harvey the (football) boot. **Nathan Irvine**

FIFA Street kicks off in stores from March 11th.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The pace of the action never slows down... – ... but it does become completely repetitive.	+ Nice chunky player models... – ...that are really unresponsive at times.	+ Erm... some of the tracks are OK. – The commentary/MC-ing is complete pap.

LIFESPAN
There's plenty of unlockable content. But it soon becomes a tiresome repetition of end-to-end tension and pace-free football.
MINUTES — YEARS

IT'S BETTER THAN...
URBAN FREESTYLE

IT'S WORSE THAN...
THE NIKE ADVERTS

The fudgy controls and graphical glitches makes this a disappointing experience. The whole thing feels forced and hasn't the flow of real footie. Ignore it.

63

4 resident evil

"Awesome. Magnificent. Monumentally good."
CUBE: 9.8/10

"Astonishing. Beyond anything that we could imagine."
GAMEMASTER: 97%

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The past is never dead and buried

Leon S. Kennedy has put the past behind him.
He survived the outbreak in Raccoon City six years ago.

Now a government agent, he is sent to a remote European village.

There's something wrong with the villagers

The President's daughter has been
- kidnapped

The nightmares never end

evil evolves

OUT NOW

scifiuk.com/evilevolves

CAPCOM
res-evil.com\re4

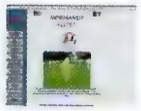
NINTENDO GAMECUBE

ONLY FOR NINTENDO GAMECUBE

INFOSTRIP

DETAILS
Developer: Gearbox
Publisher: Ubisoft
Players: 1-2
Memory Save: 132kb
Widescreen: No
50-60Hz: No
Surround Sound: No

DOT.COM
www.normandyallies.org
Serious hat on here: a website devoted to the happenings in Normandy during World War 2, with info on everything you could need to know about D-day.



GAMEFAX

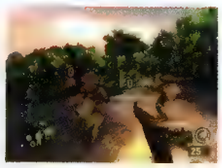
FPS

War

Hard

Network Play

TRIVBURST
- Based on a true story.
- Historically accurate battlefields.
- A cast of more than 20 characters.
- Nothing to do with ITV's Band of Brothers.



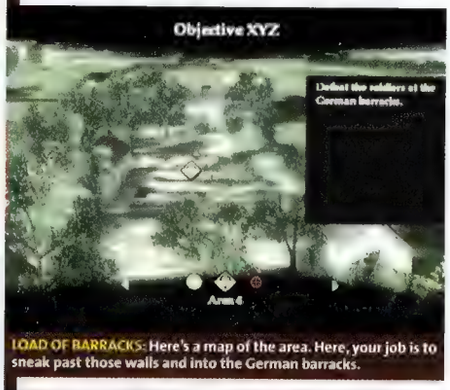
BORE YOUR WEAPON: A long-distance shootout. These can go on a bit.

COVER UP: That's a big explosion and we [illegible]. Time to head for a bit, we reckon.

"O BROTHERS, WHERE ARE THOU? OH, YOU'RE ALL DEAD..."

PLEASURE MAP

This map screen is where you'll sort out most of your tactics. You can use this to flick through the entire mission area, scout for Nazis and work out where best to position your ever-faithful men to achieve success. Dole out your orders, then watch your plans fall apart and all your loyal soldiers get massacred. Hope you feel guilty.



LOAD OF BARRACKS: Here's a map of the area. Here, your job is to sneak past those walls and into the German barracks.

SHAKE YOUR TACTICS: You can twist the map in any direction and keep an eye on the positions of the Germans.

BROTHERS IN ARMS: ROAD TO HILL 30

THE MONEY SHOT

These giant mounted guns are a bit of light relief from all the tactics. Simply relax, click your brain into autopilot, and mow the Nazis down in a monsoon of lead and death.

A history lesson, a genuinely moving experience and a joypad-mangling frustration-frenzy, all in one package. War, eh?

It's an interesting beginning, that's for certain. You, as Sergeant Matt Baker, are huddled with your troops, the 101st Airborne Paratroopers, in a ditch in Normandy, mounting a desperate last stand against the Nazi hordes. Gunshots rain down. Your men shout encouragement at each other to keep going, but they keep falling, one by one. And then, no matter what you do, you get shot and it all turns black.

Then the action rewinds several months and you're pitched in at the real start of the game, knowing that whatever happens, come the game's end, you're going to end up face-down in that ditch, your brave troops certain to be swamped by villainous Nazis. You're not going to be the hero. You're just going to be another statistic. It's a brave way to tell a story, that's for sure, as it relies on the player empathising with the characters enough to actually want to battle onwards, despite knowing that you're leading them, ultimately, to their graves. And it's one that, by and large, has been pulled off successfully.

Brothers in Arms is, as you'll have guessed by now, Yet Another War Game, like *Call of Duty*, like *Conflict: Desert Storm*, like *Full Spectrum Warrior*, but rammed with historically accurate detail of the D-day assault. Real soldiers? Check. Real events? You betcha. Real locations? Double check and mate. Play this, and you might as well cancel that holiday trip to Normandy – you'll have seen it all already, except here there are corpses piling up all over the fields and tormented screams of the dying echoing across the landscape. It's a bit like Milf's herb garden. Kids – chuck aside those history textbooks, this is all you need for that ultra-tricky history A-level. Perhaps.

Unlike, say, *Call of Duty*, however, *Brothers* demands tactical expertise. No blazing in spraying out lead death here. Try it and die immediately. It's a case of packing your boys off to take cover and fire at the enemy, while you try to outflank them, picking the bad guys off. Or hanging back while

PUBTALK

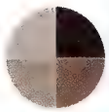
The smart-arse thing to say down the boozer.

"The 101st Airborne Division were also known as the Screaming Eagles, which is a bit odd – but at least it wasn't the Hollering Chaffinches."

TOP 5 ARMS

- Left
- Right
- Er... Army Men?
- Armie Schwarzenegger?
- We didn't think this through, sorry.

GAMEPIE



25% Weeping in frustration
25% Weeping in joy
25% Weeping in grief
25% Weeping at the futility of war.

THE CART OF WAR: That cart should provide you with decent cover from the flying bullets.

...UNG: You can't fly that ...What a rip-off.

"IT'S IMPOSSIBLE NOT TO CARE ABOUT YOUR MEN"

...ING: The long grass can hide you, but you'll probably still end up dead.

AIM AND ABLE

This is the 'looking down the barrel' aiming mode, vital for bits like this when Nazis are leaning out of their windows taking potshots – but hugely difficult to use. The gun takes up half the screen, you see, thus blocking your view of whoever it is you're actually trying to take out. Angering, but you've still got more chance like this than in normal aiming mode.

GUN FRIGHT: Use your rifle to take that man out. Sadly, he doesn't fall out of the window in a comedy fashion. Boo.

EXTRAS! EXTRAS! EXTRAS!

Image Conscious

- Every single landscape you see in the game has been recreated from Army reconnaissance imagery. Everywhere you turn in the game, someone was killed there. Sobering.

you send an entire squad on a suicide charge across open terrain towards the Nazi bunker, then sauntering up and picking off any remaining soldiers. And each terrain you encounter is so expansive and has so much cover on offer, it can make the sheer tactical depth on offer seem a little intimidating at first. Best get your head around it, though. There's no 'I' in team, remember.

There is an 'I' in 'insanely hard', however. Imagine Geoff Capes covered in diamonds. That's the ballpark we're in and often, *Brothers In Arms* is even harder. Your blokes, see, tend not to be able to take much punishment and, when it comes down to it, neither can Baker. The Nazis, however, have a tendency to be able to take about 50 direct bullets to the head and are also sometimes astonishingly accurate in their shooting. So you often find that missions boil down to hugely lengthy stand-offs in which you trade long-distance potshots at each other until, eventually, one of you falls over. But even then, the chances are that, after six ice ages of firing at each other, you're going to be the one that ends up slumped in the mud. Consequently, you'll often find yourself repeating certain missions – or 'chapters' to use the game's terminology – over and over again, to the extent that you'd rather knacker your own kneecaps with spoons than even contemplate attempting it one more time.

When *BIN:RTH30* gets the balance right, though, it's terrific fun. There's nothing more satisfying than ordering your team to sweep off to the sides in a perfect pincer movement then, while the Nazis are distracted, sneaking up from behind to take them out with a succession of head shots and then leading your team back to camp. You can even just run past, draw them into the open, and laugh as your men mow them down from the bushes. When it works, it works superbly well and keeps dragging you back.

And that, of course, brings us back to your team. Like we said, for the game to work at all, you have to care about your buddies, to get upset when they die. And you do. The acting's not great, the dialogue's ropey but they've been injected with enough personality as to be affecting. They holler 'Bakeeerrr!' when you die, they make cracks about Nazis drinking blood for breakfast, they look terrified when faced with death and they all trust you implicitly, following you to death's door and beyond. It's impossible not to care about these people and you *will* be upset when one pegs it. There's no option to send a ham to each man's widow, but you can't help wishing that there were.

Road To Hill 30 could have done with more polishing up and sometimes it's infuriatingly difficult or inconsistent, despite its undoubted depth. Yet, as a reminder of the harsh realities of war, it's undoubtedly a success. Don't expect to have an easy ride with it but, sometimes, this is one of the most affecting, games on PS2. And if it's a toss-up between buying this or that all-important history textbook, well, who needs qualifications, anyway? **David Cook**

■ ***War is hell come March 18th.***

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Tactically deep and hugely satisfying – Difficulty curve? More a difficulty rollercoaster.	+ Gorgeous foliage, lovely water effects... – All a little static, though. Not much life.	+ Hefty gun noises, moans of the dying. It's all good. – Voice-acting a bit over-the-top sometimes.

LIFESPAN

If you can persevere through the peaks and troughs of the difficulty level, it's not a small game and, well, it's certainly a challenge...

MINUTES ... YEARS

IT'S BETTER THAN...
CONFLICT: VIETNAM

IT'S WORSE THAN...
CALL OF DUTY

If you can look past the inconsistencies, there's an in-depth game here with – shock – some actual emotion. If you can see past its quirks, it's worth a punt.

82

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-6
Memory Save: 305kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
Did you know that A.C. Green, who played 1042 games for the LA Lakers, holds the world record for consecutive NBA appearances?"

GAMEPIE
25% Dunkin'...
25% Stealin'...
25% and leavin' your opponent...
25% ...Reelin'

GAMEFAX
US Sports | Addictive | Sequel | Multitap

TRIVBURST
- Create-a-court mode to design your dream arena.
- Full skill control on the Trick Stick.
- Check your moves in the all-new Dunk Contest and impress the judges.

"STREET PAVED WITH GOLD"

SLAM DUNK DA' FUNK

A new addition for *NBA Street* is the inclusion of the dunk competition. As seen in the occasionally televised All-Star game, you get to serve up an extra special slam-dunk and exert your originality. Using ◎ to initiate the motion, you have to use a combo of the right stick and the shoulder buttons to pull off seriously daring moves during 'hang-time'. You need to please the three judges, so variety is the key. You can also bust out some props and jump over them for extra kudos from the audience.

LET IT ALL HANG OUT: There's hang time... then there's this. This should go down well with the judges, we reckon.

THE MONEY SHOT

Jumping over a table and then performing a multi-move combo before slamming the ball home in the dunk contest is one of the most satisfying moves in the game.

NBA STREET V3

More 'street' funkasscity from EA. You would've thought they'd taken their balls home by now...

If you've just read the *FIFA Street* review on page 50 then you'll know that we're not too impressed with EA's gritty sport series right now. But after receiving a volley in the sack with that one, they've managed to toss their balls back to the top of the tree with *NBA Street 3*. In fact, we like it so much, it almost makes us forgive them for *FIFA Street*. Almost.

So what's so good about this instalment of EA's 'mad' NBA series? Well, in addition to the solid B-balling action that *NBA Street* has become famed for, it's now runs as slick as Shaq's noggin smeared in Vaseline. Or something. Players instantly respond to each flick of the left stick and each pass, alley-oop or 3-pointer now glides from your grasp with ease, unlike the occasionally sticky action of *NBA Street 2*.

There's also whole a host of excellent new novelties thrown into the mix. You now get the skill modifying Trick Stick (right analogue), for instance, that allows you to bamboozle the opposition with the merest flick of a thumb. This new inclusion is paramount to your success in the brand new and rather special Dunk Contest (See SLAM DUNK DA' FUNK).

Then there's the compulsory career mode, in which you have to prove your 'playa' credentials, but there's a whole new personal feel this time around. As well as being able to create your own players and teams, you can also build a court to show your skills. And the good news is that you can set it in the UK... well Birmingham, London and Brighton to be exact. Not Weston-Super-Mare, though, sadly. Each is, ahem, 'atmosphered to the max' in Surround Sound, so expect to hear gulls cawing and maybe even spot Chris Eubank tooting the horn of his rig as he chugs past as you launch an alley-oop on Brighton beach.

The whole razzmatazz of NBA is orchestrated perfectly. From the wisecracking MC casting his views over the action (see, you can do a good *Street* commentary after all) to the OTT showboating combos, *NBA Street 3*'s got it, and then some. It's even got the Beastie Boys as unlockable characters. But it's the court action that is second to none, especially since the Gamebreakers have been modified. Now, rather than getting a stock level of super game-ending dunks, you now get to control the tricks while in slo-mo thanks to that Trick Stick again. And you can involve all three players in a triple alley-oop. Just another reason to play 'one more game' against your bewildered mates.

With a pumping soundtrack, oodles of options and game engine that just *works NBA Street 3* is well worth forty note. Highly recommended. Let's not arse up *Street*'s good name again, eh? **Nathan Irvine**

■ **NBA Street Vol. 3 *is slamming and dunking in stores right now.***

PSM2 VERDICT

GAMEPLAY
+ Slick and frantic basketball action.
– It can become slightly repetitive.

GRAPHICS
+ Scarily realistic player models.
– Collision detection could be better.

SOUND
+ Quality commentary suits the action well.
– The soundtrack is short in variety.

LIFESPAN
Highly addictive gameplay coupled with more unlockables than a warehouse full of safety deposit boxes. Hugely replayable.

IT'S BETTER THAN...
NBA BALLERS

IT'S WORSE THAN...
BEING KOBE BRYANT

The most action packed US sports game this year. It's the best basketball game around and is certainly worth taking a look at, even if you're not into b-ball.

87

COMMAND RESPECT
FULL SPECTRUM
WARRIOR
BASED ON A U.S ARMY TRAINING AID*
THE LIVES OF THE MEN OF ALPHA AND BRAVO TEAMS REST IN
THE SWIFT DECISIONS YOU MAKE AS THEIR COMMANDER.
*This game is not sponsored or endorsed by the United States Army.
PlayStation.2
PlayStation.2
XBOX
LIVE
PC CD-ROM
THQ
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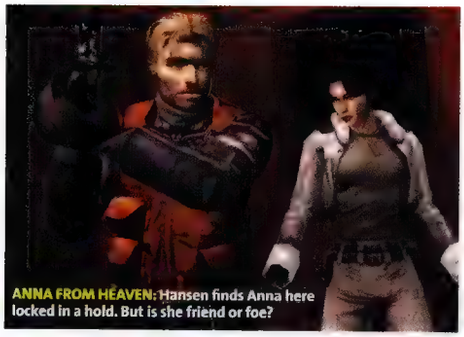
INFOSTRIP

DETAILS
Developer: Darkworks
Publisher: Ubisoft
Players: 1
Memory Save: 360KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"UNDER SIEGE MEETS RESIDENT EVIL... COLD FEAR IS ROCK HARD."
PSM2#57

GAMEFAX
Survival Horror
Hard
Violent
Original

TRIVBURST
- Uses the Renderware graphics system, as invented by *Burnout* developers, Criterion.
- Loads of concept artwork that you don't even have to unlock.


ANNA FROM HEAVEN: Hansen finds Anna here locked in a hold. But is she friend or foe?

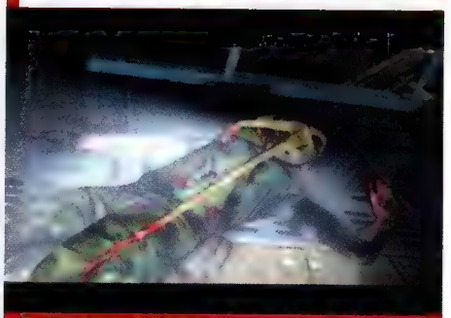
RED ALERT: All sorts of beasts lurk in the ship's corridors.

DECK FLAIR: The ship's deck is where the visuals really shine. Gunfights here are treacherous.

THE EX FACTOR

Here, in this frankly grotesque cut-scene, we see an Exocel at work, preying on an unlucky soldier, about to re-animate his stiff corpse. Even insane Aussie wildlife-baiting lunatic Steve Irwin would think twice about taking one of these critters on. If they're not doing this, they hang from the ceiling and drop on top of you. These things make us shudder in disgust. But, without giving too much away, Hansen's going to know just what this poor bloke feels like pretty soon. Nasty.

INCY-WINCY SPIDER... This bloke's not in for a particularly restful afterlife. He's going to reanimated by this Exocel.


...CRAWLED DOWN THE SPOUT: And they do it like this. Still, at least it's a square meal. Silver linings and all that.

PSM2 SILVER AWARD

"THE SHIP OF GHOULS"

COLD FEAR

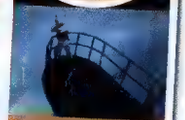
You want a review with no puns about boats and zombies? Tough ship...

There are many types of fear. For instance, there's the quiet fear you get when you hear a floorboard creak outside your bedroom door at 3am, even though the house is empty. Then there's psychological fear of flying. Or there's the deep, dark fear that you get the first – and only – time you accompany Andy to one of his 'special' basement parties. And, of course, there's the Cold Fear that courses through your veins as several corpses spring back to life and try to gnaw your face off, while you desperately fight back, simultaneously battling the waves crashing against the ship you're marooned on – and trying not fall over the side.

Although we've actually had far worse trips on the P&O Stena Line, the Russian whaling ship on which US coastguard Tom Hansen finds himself stranded on in *Cold Fear* certainly isn't the QE2. It's got more mindless zombies shuffling around its corridors than Big Brother's had in its history plus a stackload of horrible insect things called Exocels. These like nothing better than possessing dead bodies or simply wrapping their extendible legs around Hansen's throat and merrily throttling him to death. Why's all this nasty stuff happening? Well, that'd be giving it away, wouldn't it?

Yep, as you'll no doubt have gathered by now, *Cold Fear* is *Resident Evil*, but... ON A BOAT! And (whisper it) in many ways it's *better* than any *Resi* on PS2. At least until *Resi 4* arrives, anyway. And it looks... well, though this is resorting to superlatives, graphically *Cold Fear* is magnificent. Screenshots don't convey the half of it – waves

THE MONEY SHOT

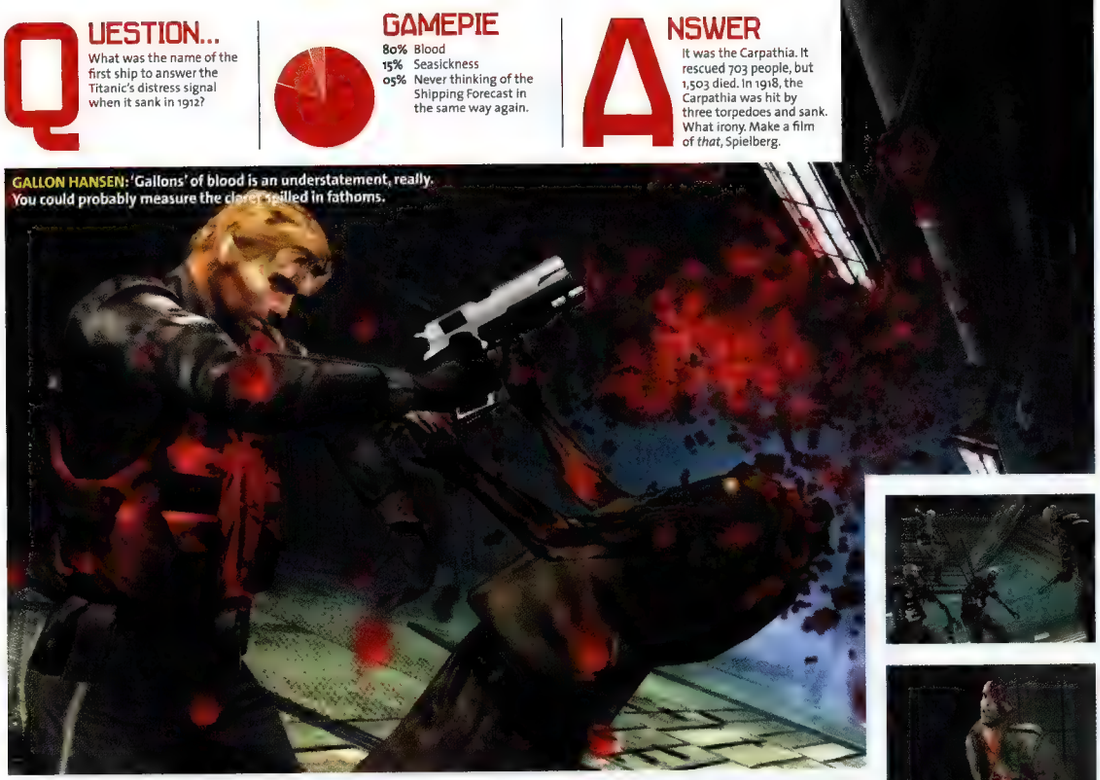

As well as slaughtering herds of zombies, *Cold Fear* offers the chance to recreate scenes from famous movies. Here, Hansen does his best Leo Di Caprio in Titanic impression. He's king of the world!

"IT LOOKS MAGNIFICENT. IT'S LIKE BEING IN CAPTAIN BIRDSEYE'S WORST NIGHTMARE"

QUESTION...
What was the name of the first ship to answer the Titanic's distress signal when it sank in 1912?

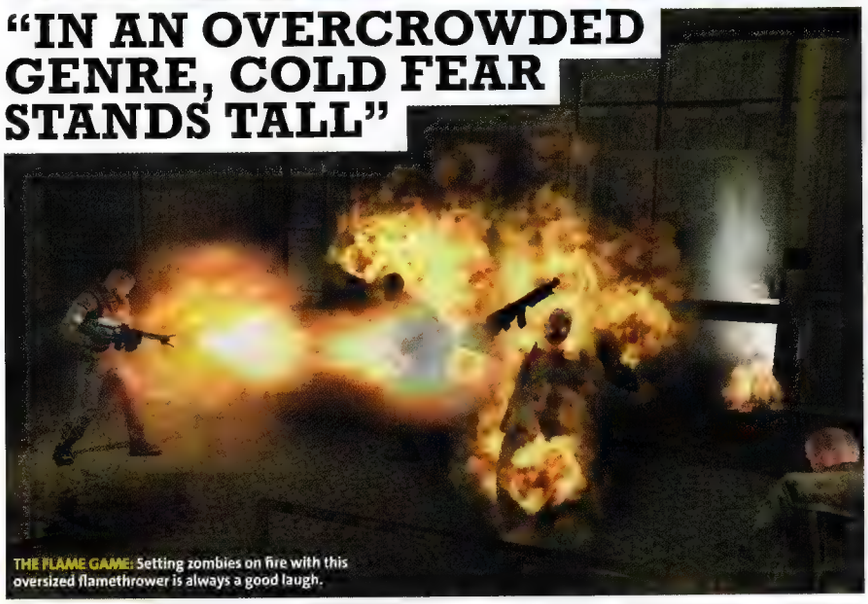
GAMEPIE
80% Blood
15% Seasickness
05% Never thinking of the Shipping Forecast in the same way again.

ANSWER
It was the Carpathia. It rescued 703 people, but 1,503 died. In 1918, the Carpathia was hit by three torpedoes and sank. What irony. Make a film of *that*, Spielberg.



GALLON HANSEN: 'Gallons' of blood is an understatement, really. You could probably measure the claret spilled in fathoms.

"IN AN OVERCROWDED GENRE, COLD FEAR STANDS TALL"

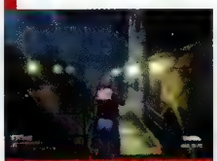


THE FLAME GAME: Setting zombies on fire with this oversized flamethrower is always a good laugh.

EXCEL MISSILE: Blow a zombie to kingdom come and you'll often find an Excel emerge from the remains. Kill 'em all.

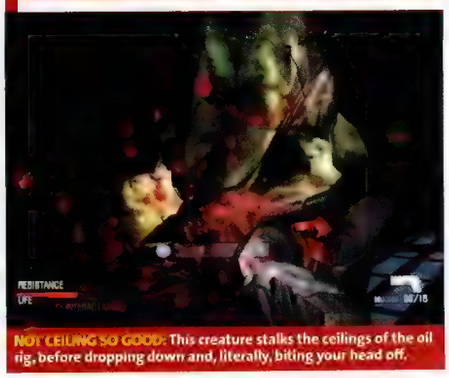
RIG OF FIRE

Because we've spent most of the review harping on about the ship, here's a couple of shots of the oil rig of the second part of the game. It differs in that, er, well – you travel upwards in it, rather than across. And it's rather easier to navigate your way around compared to the ship's intricate passages. Ultimately, though, it plays in the same way. Nice change of scene, though.



THE FUEL MONTY: The oil rig's clanky, grimy and scary. Nice.

WEIRD SCIENCE: Only this scientist can save the day. Oh.



NOT CEILING SO GOOD: This creature stalks the ceilings of the oil rig, before dropping down and, literally, biting your head off.

tear over the side of the ship, drenching Hansen and splattering the camera, leaving watery trails dripping down your screen. You can practically taste the haddock. The ship rolls on the ocean, tilting left and right at alarming angles, forcing you to compensate with the controls or else slide over the side. Clouds billow past and lightning flashes across the sky. It's like being in Captain Birdseye's worst nightmare. It makes you look at your *five-year-old* PS2 with new-found respect.

And then, of course, there's the blood. *Cold Fear* is madly gory. A well-aimed head shot sees craniums flying and claret spurting fountainously from the wound, coating Hansen and, again, the camera. As the red stuff trickles down your screen, any downed enemies who haven't had their skulls blown off can be stamped on until their craniums break open with a sickening squelch – only decapitated zombies cease to cause trouble, you see. Otherwise, they just keep coming back. And don't get us started on the giant exploding whale. We're a bit squeamish.

But graphics and gore are merely the pastry on the gaming pork pie. What of the meat? Fortunately (to continue this already tortured analogy) *Cold Fear*'s gaming heart-attack is a pastry case is more Sainsburys than Spar. Hansen's responsive to control (even when staggering along high, narrow walkways on deck, which, as the ship rolls, ends up feeling like a sinister version of *Super Monkey Ball*) and the guns feel satisfyingly chunky, like you're actually wielding a serious bit of firepower, rather than a kid's toy. And it's tough. Ammo is sparse and zombies are plentiful so, regardless of the large amount of health packs dotted around the place, you really feel like you've sweated and toiled for any progress you make. This, of course, is a good thing. Aiming, by the way, is done via an over-the-shoulder viewpoint (ripped straight from *Resi 4*) that works well – which is fortunate, as the zombies move with surprising pace and you'll need to be reeling off headshot after headshot like a true marksman.

But, as ever, there are problems; chiefly, that *Cold Fear* becomes, criminally for a horror game, a tiny bit predictable. There's almost never any variety in the monsters you face, nor any change in the way they attack. Guns get more powerful, environments change – the second bit of the game is set on an abandoned oil rig – but the enemies remain largely the same throughout. Which is a shame. Then there's the amount of backtracking that goes on – largely enforced, because a ship and an oil rig are, naturally, limited in size, but going back over old ground gets a bit irritating.

Still, in an overcrowded genre, *Cold Fear* stands tall. Survival horror nuts will go overboard (sorry) for this and even if you're not one of those people that gets goosepimples of joy at the sight of a big gun and a load of zombies, you'll still relish the nautical undead-slaying and unsurpassed atmosphere. Can we get this on PS3, please? **David Cook**

■ *Get the* Fear *now.*

PSM2 VERDICT

GAMEPLAY
+ Slick, fun-filled zombie-destroying action.
– Just that little bit predictable at times.

GRAPHICS
+ It's like actually being at sea. Storming, literally.
– Erm... there was some slowdown. Once.

SOUND
+ Superb storm effects and zombie squelches.
– The usual dodgy cut-scene acting.

LIFESPAN
It's tough, but once you've finished it, that's it. There's no replay value. Still, it's all about the journey, not the souvenirs. Or summat.
MINUTES — YEARS

IT'S BETTER THAN...
RESI: CODE VERONICA

IT'S WORSE THAN...
SILENT HILL 2

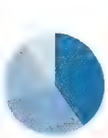
Not far off being the best zombie game on PS2. Only its slight predictability and eventual lack of variety let it down. Still, it's an adrenaline shot for a stale genre.

83

INFOSTRIP

DETAILS
Developer Snowblind
Publisher: Ubisoft
Players: 1-4
Memory Save: 1921kb
Widescreen: No
50-60Hz: No
Surround Sound: No

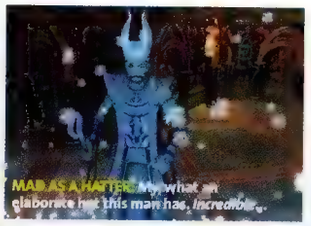
PUBTALK
"Developers Snowblind Studios entered the heady world of game design with the N64 racer *Top Gear Overdrive*. Remember that? No, us too. We doubt Jezza Clarkson does either."

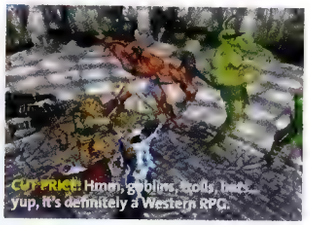
GAMEPIE

40% Pottering around
30% Slashing at imps
20% Identical enemies
10% Beards, naturally

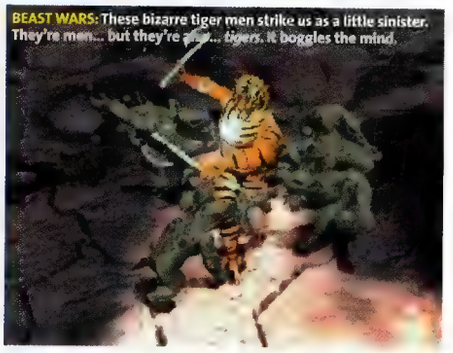
GAMEFAX

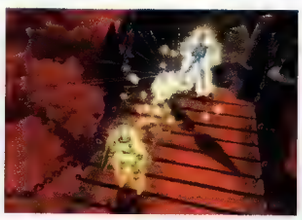
TRIVBURST
- Two new races to play as: the Vah Shir Berserker and the Iksar Shaman.
- Import previous *Champions of Norrath* characters from your memory card.

WINTER WONDERLAND: The atmospheric and environmental effects are lovely.


MAD AS A HATTER: My, what an elaborate hat this man has. *Incredible...*


CUT PRICE: Hmm, goblins, trolls, hats... yup, it's definitely a Western RPG.


BEAST WARS: These bizarre tiger men strike us as a little sinister. They're men... but they're also... tigers. It boggles the mind.

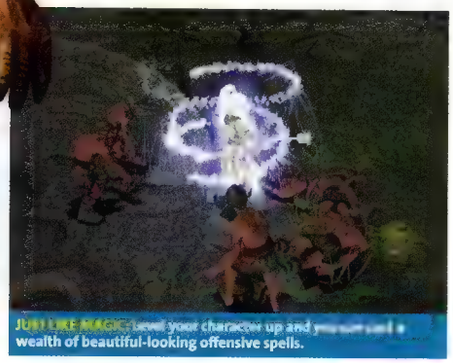


THE MONEY SHOT

Working your way through the skill tree to unlock your character's best abilities is quite satisfying and makes all the death seem worthwhile. But not the tedious trudgery however.

PICK UP AND SLAY

In keeping with the watered-down nature of the game, the *Champions* menu and upgrade system is very easy to get to grips with. Experience points can be automatically allocated if you can't be arsed fiddling with stats, and equipping and discarding items is controlled via a handy drag-and-drop menu. This might sound like the most tedious thing we've ever written about, but it keeps the pace of the game tight and keeps fuss to a minimum, which sort of reflects the game as a whole.


JUST LIKE MAGIC: Level your character up and you unleash a wealth of beautiful-looking offensive spells.

"WE AREN'T THE CHAMPIONS"

CHAMPIONS: RETURN TO ARMS

Another top-down RPG, anyone? No, thought not...

Not another bloody top-down action RPG. There's only so much you can do with this kind of game – but they still churn out like vomit from a drunkard's guts. We've had the first *Champions of Norrath*, two *Baldur's Gate: Dark Alliance* titles, *Fallout: Brotherhood of Steel*, *Disgaea: Hour of Darkness*, *La Pucelle Tactics*, Activision's *X-Men Legends* and this month already, *The Bard's Tale*. Christ! Give us a break, will you?

Even worse, with the exception of *Disgaea* and *La Pucelle*, not one of these games has done anything radical gameplay-wise. It's been the same formulaic hackery and slashery for as long as anyone can remember. It was a good idea at first – a watered-down RPG for people too busy to invest time in something immense like *Final Fantasy X*. It made levelling-up simple, it replaced turn-based combat with a simplistic real-time mechanic and you could plough through it in about ten hours.

Champions continues this tradition, but was it really worth the effort? It's a perfectly functional RPG and all, it just doesn't offer anything in the way of variation. You begin the game by 'creating' a character. This boils down to selecting a pre-defined class/race combo, changing their appearance and naming them. Hardly in-depth, but it gets the job done. Soon after, you're thrust into the game's first dungeon and, in a flash, any sense of fun is quelled by a tedious and uneventful ramble through a big brown cave.

It seems to go on *forever*. The only way you can get through a level is by methodically attacking a group of enemies, retreating so your health regenerates, ploughing in again and doing it umpteen times until your brain tries to escape through your nose. It wouldn't be so bad if the combat was any good, but it's simply a case of battering one button over and over again until everything in the room is dead. You can use projectiles (magic, arrows etc.), but the aiming is so hit-and-miss (no pun intended) as to make it all seem like a largely pointless endeavour.

There are some good ideas. We like the skill tree, which works in a similar (albeit slimmed-down) way to *Final Fantasy X*'s sphere grid, and the ability to sway between good and evil through conversation choices is particularly well done. You can also play cooperatively online with up to three people, which gives the game a human touch and, thankfully, makes it much more fun. It's a very competent RPG, but *everything* featured within has been flayed to death and back again. One for the die-hards. All four of you. **Andy Kelly**

■ Champions *gets armed from March 18th.*

PSM2 VERDICT

GAMEPLAY
+ Nice and simple, fuss-free RPG...
– ...but often too simple for its own good.

GRAPHICS
+ Excellent lighting and detailed textures.
– We tire of caves, rocks and sludge.

SOUND
+ Rousing orchestral music.
– Generally uninspiring. Needs more ambience.

LIFESPAN
Devote yourself to it and you could spend a good twenty hours in the land of Norrath, but otherwise it's a standard ten-hour slog.
MINUTES — YEARS

IT'S BETTER THAN...
X-MEN LEGENDS

IT'S WORSE THAN...
BALDUR'S GATE

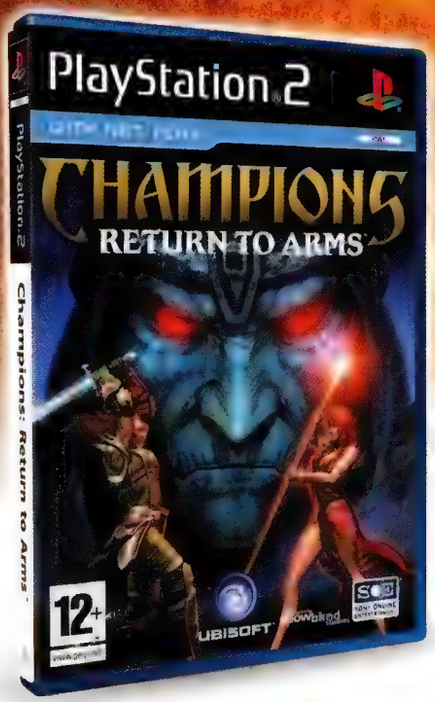
If you're a devotee of top-down action RPGs, this is a must-buy – the rest of us, however, should look elsewhere. Simplistic, outdated and outmoded.

69

LIVE BY THE SWORD

7 races & 7 classes to choose from, including Vah Shir Berserker and Iksar Shaman. Thousands of arms, items and artifacts to acquire.

Cooperative or competitive play for up to 4 players online or offline with Multitap. Over 50 areas to explore and conquer.



www.championsgame.net

12+
www.pegi.info

PlayStation 2
PLAYABLE ON LINE

developed by snowblind studios

SOE SONY ONLINE ENTERTAINMENT

UBISOFT

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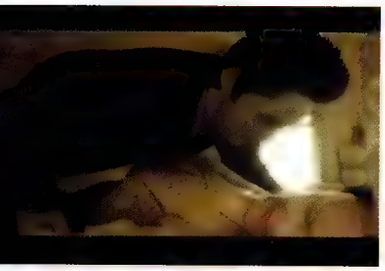
INFOSTRIP

DETAILS
Developer: Bits Studios
Publisher: SCi
Players: 1
Memory Save: 60kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"MAX PAYNE, BUT WITH A DARKER STORY AND LOTS OF HOLY WEAPONS."
PSM2#54

GAMEFAX
Action/Adventure · Violent · Film Tie-In · Official Licence

TRIVBURST
- Based on a character from DC Comics' Hellblazer graphic novels.
- Soon to be a film starring Keanu Reeves.
- Flips between Earth and Hell locations.



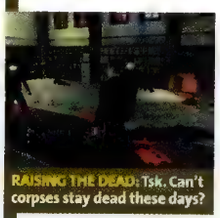
DEMON SPEED: If it moves kill it dead. Repeat to end of game.

HEAVEN PEN... a really powerful bit of magic.

IT'S A KIND OF MAGIC

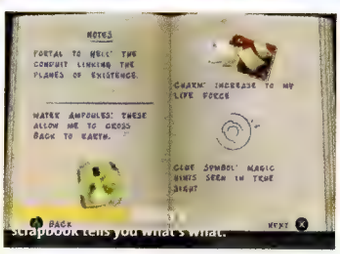
As well as firepower, Constantine also collects spells. These do things like destroy multiple enemies, exorcise demons or open up portals to Hell. It's reminiscent of Gamecube's *Eternal Darkness*, but whereas magic was an integral part of that game's gothic majesty, here it lacks any sense of power or drama. It's just *something that happens*, like, say, getting on the bus. Or urinating.

WHAT'S THAT ODD SPELL? Consty warms up another demon-massacring piece of magic.


RAISING THE DEAD: Tsk. Can't corpses stay dead these days?

THE HARD SPELL: A quick exorcism spell should sort it.

EXORCISE STRIKE: Ah, it's working. Look at the holy light billowing from his eyes. If only it wasn't all so underwhelming.


NOTES
PORTAL TO HELL: TWO CONDUIT LINKING THE PLANES OF EXISTENCE.
WATER AMPOULES: THESE ALLOW ME TO CROSS BACK TO EARTH.
CHARM: INCREASE TO MY LIFE FORCE
GLOW SYMBOL: MAGIC GIVES SIGN IN TRUE SIGHT
BACK
NEXT
Scrapbook tells you what's what.

THE MON£Y SHOT

Here, in Hell's, er, library Consty confronts a giant snake beast. This creature could be destroyed blindfolded. Were you blindfolded though, you'd miss the framerate juddering madly throughout. Hmm.

"LIKE A PRAT OUT OF HELL"

CONSTANTINE

Keanu Reeves goes to Hell. Fitting punishment for Matrix Revolutions...

FLY ME TO THE MOON... "Actually, no, don't. Put me down, you're stretching my trenchcoat."

One of the immediately dislikeable things about John Constantine (other than that he runs like a duck) is that he's so smug, you just want to batter his face in with an iron bar. The guy doing the Keanu Reeves impression has brought all Keanu's inflated sense of self-satisfaction to the role and he sounds more pleased with himself than the man who's pulled two supermodels, won the lottery, and then discovered the legendary lost cities of gold inside his pasty. As Constantine waddles through the mortuary gates, they mysteriously slam shut behind him. "Please, enough with the foreplay," he smirks, smugly. A corpse comes flying through a nearby window. "Well," he says, with enough grease to fry all the nation's chips until 2064, "At least I know someone's home." Nothing seems like punishment enough for Constantine. Consequently, when two rampaging beasts from hell tear his skull open, you're more inclined to relax and applaud than try and fight back.

Now, the more observant among you may have looked upon the screenshots here and be thinking, "This is a bit like *Max Payne*." Well, you're wrong. It's not a bit like *Max Payne*. It's a lot like *Max Payne*. In fact, it couldn't play any more like *Max Payne* if the main character started spouting off cod-psychological bollocks at every opportunity and it came in a box with '*Max Payne*' written on it. However, to be fair, it does have other ideas. Notably, ideas that bear a suspicious resemblance to parts of old third-person adventure *Shadowman* and Gamecube's worthy *Eternal Darkness*.

We won't go into the plot too much, not because it's amazingly good – though it's not bad – but it might spoil the upcoming movie and that might actually be quite entertaining. Well, stranger things have happened, after all. But it all

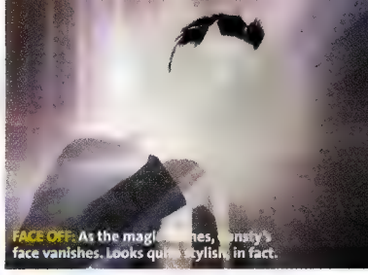
"NOTHING IS PUNISHMENT ENOUGH FOR CONSTANTINE"

QUESTION...
Keanu Reeves is well known for having been a member of the defunct Dogstar, once the victims of some rotten fruit-chucking at Glastonbury. But what was the name of his other band?

GAMEPIE
35% Fumbling around in pitch black.
35% Fumbling around in pitch, er, blue.
30% Plotting cruel ways to torture Consty.

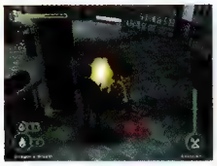
ANSWER
Their name is Becky. Keanu played bass on songs like Senior Prom, I Adore You and Higher Ground. Except he's left now to focus on his movie career. Good.

SPELLS LIKE MEAN SPIRITS: The Storm Crow spell takes out demons in the mortuary.


FACE OFF: As the magic ...nes, Consty's face vanishes. Looks quite stylish, in fact.

A LITTLE HELP FROM YOUR FIENDS: If you lose enough blood to do this, it's too late.

"IT'S JUST ABOUT OK – BUT YOU COULD SAY THAT ABOUT RICH TEA BISCUITS"



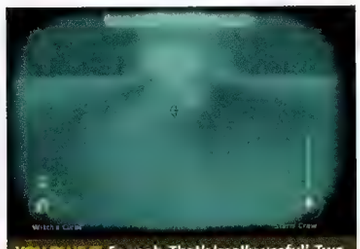
CLAWS FOR THOUGHT: It has to be said, this beast is pretty damn impressive.

BLACK AND BLUE

A great deal of *Constantine* is spent in pitch-black. This is because one of Consty's powers is his 'night vision'. However, Bits Studio's interpretation of this ability simply turns the screen a shade of blue that, while looking tolerable in stills, renders all the textures far too flat and still leaves you flailing around, lost, bewildered and wide open to attack by any passing demons. Genius.

SEWER-CIDAL: Consty has to explore this sewer. Imaginative, eh? Looks a bit, well, black.

BLACK TRAGIC: Blimey, it is as well. Best put on the old night vision to see where you're going.


YOU BLUE IT: Er, yeah. That's 'really useful'. Two flat shades of blue. More confusing than ever.

boils down to Constantine, a mage who's sold his soul, popping in between Earth and Hell – like in *Shadowman* – and battling the forces of demonkind as they attempt to wipe out humanity. Mind you, most of the forces of demonkind look about as terrifying as a nice day out at the fair with your favourite, most cuddly puppy, before going home for jelly and ice-cream and the Antiques Roadshow. They're just not scary.

Which is a problem. *Constantine*'s baddies are just inconsequential, unengaging *things* that lurch at you limply, seemingly just begging to be put out of their misery. "Mwoargh!" they moan, staggering around corners without any semblance of personality or menace, before meandering up to you and trying to slap you about. Then you destroy them, either with guns that feel far too lightweight, or with Constantine's spells (see 'It's A Kind of Magic'). It doesn't make for anything resembling a fraught atmosphere. Then you go on and do it multiple times across environments that initially seem quite open, before you realise you're being funnelled through specific routes – doors remain resolutely locked, debris falls from the ceiling to block off certain passages as you're about to enter, that sort of thing. And so it continues, with Constantine wandering about, shooting baddies and occasionally collecting keys to open doors. It's not very involving, even when in the middle of heavy gunfights.

As for flicking between Earth and Hell, it's not as exciting as it sounds. The Hell you enter is simply another version of the Earth environment you just left, but bright orange, and with a few structural differences. The enemies remain the same. Ultimately, it's a case of manipulating the environments in both locations to get past obstacles on the other side. In Hell, for instance, there's a wall that Consty can't climb over. Flick back to Earth, push a table up to the wall, head back to Hell and clamber over. Although mildly diverting, it's far from earth-shattering.

Constantine, to be fair, has its moments – the mortuary is quite good fun, for instance, as all the dead rise up from their storage units and stretchers to chase you down the corridors – but it's little more than a really average third-person shooter, with some magical abilities and location-swapping bolted on ineffectually. Over on page 46, you'll find a review of *The Punisher* – a very similar game, but one that does the same job with far more verve and enthusiasm. Get that instead. Play *Constantine* and you can probably convince yourself that it's *just about OK* but, really, the same could be said of Rich Tea biscuits. And you wouldn't want to chomp through a packet of those when there are chocolate Hob Nobs in the cupboard, would you? Exactly. **David Cook**

■ *You can go demon-slaying in stores now.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It plays, well, as we said – just about okay... – ... but it's often just downright dull.	+ Cut-scenes look nice. – Often, it's either too black or too blue. Some appalling slowdown.	+ Some excellent in-game music, surprisingly. – Weedy gun shots and angering voice-acting.

LIFESPAN
If you really want to persevere, *Constantine*'s quite lengthy with a lot of unlockable bonuses to find. It's not really worth it, though.
MINUTES

IT'S BETTER THAN...
HEADHUNTER: REDEMPTION

IT'S WORSE THAN...
THE PUNISHER

One of the most infuriatingly bog-standard shooters around. *Constantine* has no sense of life, of spirit, of *fun*. Instead, it's utterly bland. Bah.

60

INFOSTRIP

DETAILS
Developer: inXile
Publisher: Ubisoft
Players: 1
Memory Save: 310kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Cary Elwes, the voice of The Bard, played Robin Hood in Men in Tights. He also made 1992's Leather Jackets, about Vietnamese gangsters. Yes."

GAMEPIE
40% Witty quips
20% Wobbly bits
20% Facial hair
10% Drunkards
10% Tiny goblins

GAMEFAX
RPG
Funny
PC Game
Stupid

TRIVBURST
- Summon up a whole host of beasts, people and monsters to help you.
- Easy level-up system that won't put off newbies.
- Challenging puzzles to break up the combat.

ICE AND EASY: The Bard travels to the frozen North in his quest.

"I was wondering when you would get here. I've been anticipating your arrival for some time now."

SUMMON OF ALL FEARS: You can summon up large beasts.

TEAMWORK: Other NPCs will help you combat evil.

PSM2 BRONZE AWARD

"YOU'RE BARD!"

KNIGHT RIDER: Level up to take down bigger enemies like this.

THE MONEY SHOT

Near the start of the game you find a dog that, if treated nicely, will follow The Bard around. As you level up you can teach the little critter to battle against other enemies.

SING IT BACK

One of our favourite things in *The Bard's Tale* has to be the singalongs. Our favourite sees a trio of drunkards sing the traditional Irish drinking song 'Beer! Beer! Beer!'. It goes: "A long time ago, way back in history/When all there was to drink was nothin' but cups of tea/Along came a man by the name of Charlie Mops/And he invented a wonderful drink and he made it out of hops" Very stupid. And we like stupid.

DRINK BOMB: If you want to sing along, a handy karaoke-style bouncing ball bobs along in time with the music. Fantastic!

COLD BEER: They're so drunk, they can barely stand up.

END OF DAYS: Best music sequence in a game ever?

THE BARD'S TALE

Is the funniest RPG on PS2? Probably, but there isn't exactly much in the way of competition...

When it comes to RPGs, there's a world of difference between us and the Japanese. While they prefer asexual heroes, impossible haircuts, shiny futuristic suits and robots shooting missiles from their knees, we, for some reason, prefer to keep things much more ~~boring~~ traditional with musty dungeons, tedious fetch-and-carry quests and beards aplenty. What's wrong with us?

Anyway, *The Bard's Tale* features all of these things, but the difference is that it *acknowledges* its clichés. In fact, that's the core of the game – taking the piss out of bloated stat-based RPGs like *Baldur's Gate*. Doubly ironic is the fact that the original 1987 *Bard's Tale* on PC was a tedious adventure game in itself, filled to the tip of its pointy hat with wizards, broadswords and nymphs. Furthermore, it's triply ironic (if irony can be tripled, that is) that by spoofing this type of dull errand-running RPG, it actually becomes the very thing it attempts to mock, thereby mocking *itself* as a result. Are you keeping up at the back?

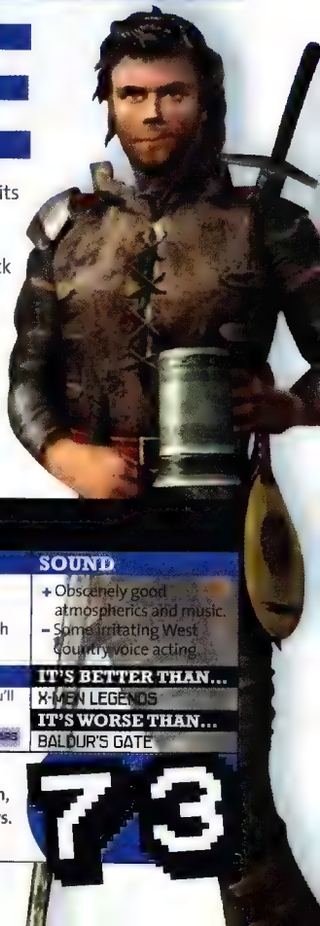
No, we don't know what they're trying to do either. Maybe it's all a hilarious post-modern joke? Or a subversive attack on fickle gamers? Whatever the case, it gives what would otherwise be a pretty basic action RPG a unique edge.

The script, for example. It's *funny*. No, it really is. It made us laugh like big thick babies. The Bard argues with the narrator, stages are called things like 'Obligatory Lava Level' and every RPG convention you care to mention is turned on its head. We even heard the word 'shite' uttered a few times and there's a scene involving a troupe of breakdancing zombies. No, it's funny. It really is.

The game uses the *Baldur's Gate: Dark Alliance* gameplay engine, so if you've played that (or *Champions of Norrath*) you'll have an idea of how the combat works. It's a basic hack-and-slash affair, although your character's bardic abilities make things a little more interesting. By strumming his lute he can summon various creatures and deities including animals, healing fairies and, once you're at a sufficiently high level, more fantastical stuff like behemoths and spiders.

The only thing wrong with *Bard's Tale* is its simplicity. It's been watered-down intentionally (for example, items are automatically turned into gold when you pick them up, meaning you don't have to go around selling things), but with more substance, this could've been fantastic. Still, if you fancy a laugh and can't be arsed ploughing through another overblown fantasy RPG, *The Bard's Tale* should prove a welcome diversion. **Andy Kelly**

■ The Bard's Tale *is out on March 23rd.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple, but imaginative and clever. – Tedious A-to-B quests grate after a bit.	+ Nice textures and character models. – It's all top-down, which can be restrictive.	+ Obscenely good atmospherics and music. – Some irritating West Country voice acting.

LIFESPAN
A solid 10-11 hours on your first playthrough. Whether or not you'll want to play it again is up for speculation, however.
MINUTES — YEARS

IT'S BETTER THAN...
X-MEN LEGENDS

IT'S WORSE THAN...
BALDUR'S GATE

Genuinely funny and fuss-free, this simplistic RPG will charm and entertain, but you'll soon pick out its glaring flaws. Not 'bard' – but not essential.

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LADIES AND GENTLEMEN
WELCOME TO HELL
"AN UTTERLY UNAPOLOGETIC SLICE OF RAW GAMEPLAY"
OFFICIAL PLAYSTATION 2 MAGAZINE
"DEVILISHLY STYLISH, THE ENVY OF MANY... DANTE'S BACK"
GAMES TM
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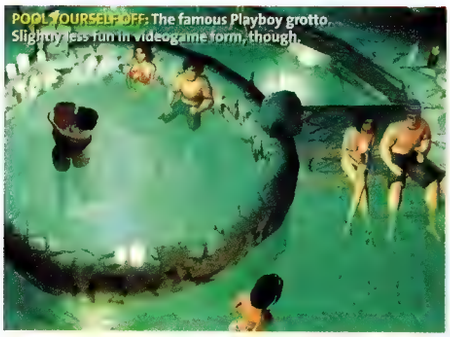
INFOSTRIP

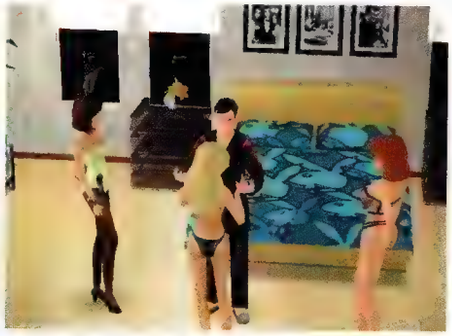
DETAILS
Developer: Cyberlore
Publisher: Ubisoft
Players: 1
Memory Save: 429KB
Widescreen: No
50-60Hz: No
Surround Sound: No

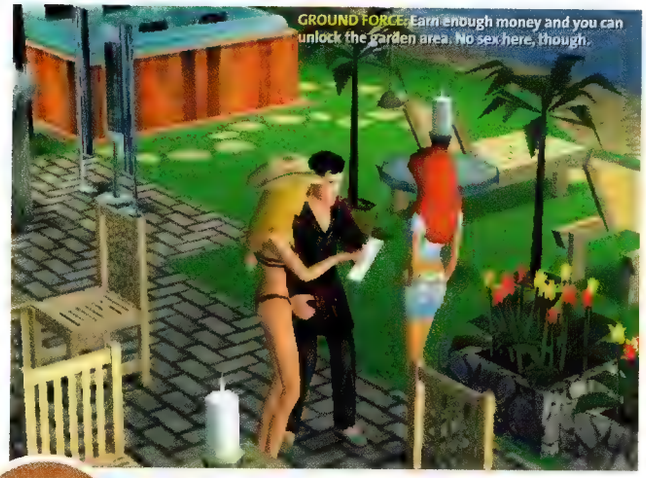
PREVIOUSLY IN PSM2...
"SOULLESS AND SHALLOW – FOR CLUELESS MASTURBATORY LONERS."
PSM2#54

GAMEFAX
Management
Saucy
Stupid
Official License

TRIVBURST
- Construct and decorate your own mansion.
- Start parties, schmooze with celeb guests.
- Take lurid pics of women, slap them on your front cover. Everyone loves tits!


POOL YOURSELF OFF: The famous Playboy grotto. Slightly less fun in videogame form, though.




GROUND FORCE: Earn enough money and you can unlock the garden area. No sex here, though.

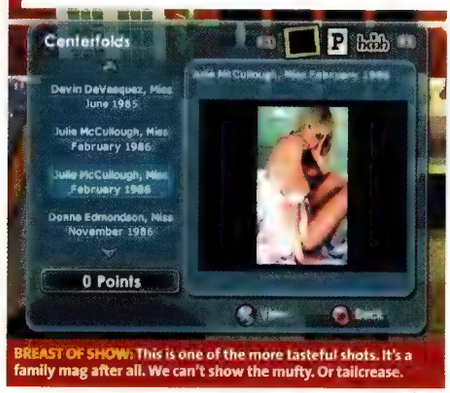
FOOT THE BILL: Throw a party, play table football and then have lots of sex. A good night in.

THE MONEY SHOT

Luring someone into your bedroom, charming them and then having comedy Carry On-style sex on the couch. This is gaming?

A SMUT ABOVE THE REST

If you play the game for long enough and accumulate enough fame you can unlock Playboy covers and centrefolds from the 1960s to the present day. The transition from doe-eyed starlets to big-haired, spandex-wearing '80s hose-hounds to modern-day ass-to-the-wind nudies is perfect for passing masturbators.



BREAST OF SHOW: This is one of the more tasteful shots. It's a family mag after all. We can't show the mufty. Or tailcrease.

"YOU DON'T HAVE A GIRLFRIEND, DO YOU?"

PLAYBOY: THE MANSION

A poorly-executed *Sims* clone obscured by an artless smokescreen of wobbling flesh.

Essentially a direct copy of the inexplicably popular *Sims* series, *Playboy: The Mansion* takes tedious busywork to a whole new depressing level. The relentless nannying of scatterbrained halfwits, exhausting resource management and odious tit-based minigames marks the point where lady-strewn fumbleware ceases to be merely tiresome and becomes downright sinister.

With every jiggle of the playmates' virtu-breasts you can't help but picture a programmer heaving over a desk, sweating, fumbling and adjusting the physics engine, calculation by calculation, in an attempt to find the most lurid wiggle while his hideous cohorts gather behind him to point, holler and jostle like hideous blimp-shaped man-vultures.

You start the game with $10,000 in your pocket, a tiny mansion and a fleshpot who serves as both PA and centrefold model. To kick things off, you build an office for staff, a bedroom (you know, for all the sex and that) and a photo studio. You can also purchase an array of garish paintings, plant pots, rugs and stuff for your guests. DJ stations. Bars. Televisions. Gallows. OK, not that, last one, but we can dream. Anyway, indulging yourself with all this interior design is quite good

TOP 5 BUNNIES

- Binky
- Bugs Bunny
- Thumper
- The Easter Bunny
- Roger Rabbit

GAMEPIE

30% Smut
30% Jingle
20% Bongo
10% Rhythm
10% Jazz

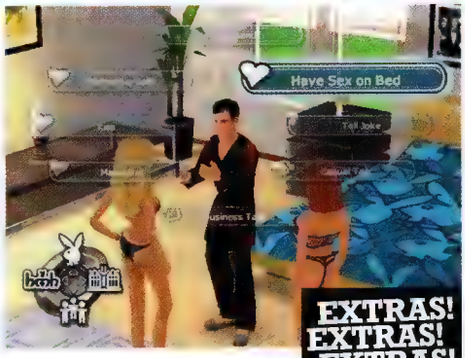
PUBTALK

The smart arse thing to say down the boozer.

"Hef had originally named the magazine 'Stag', featuring a manly buck as the mascot. But after disputes with another mag, Playboy was born."

PARTY HARD: Look interesting? Well, it's not. It's just one tedious conversation after another.

RUB LOWER: Press a button to rub her back. Now that's what we call entertainment.



HOW TO BE A COMPLETE PERV-BASTARD

Or, how to take Hef's suave gentlemanly image and grind it into the dirt with some acts of twattery.

TAKE ADVANTAGE OF YOUR STAFF... THEN FIRE THEM
Browsing a list of potential staff members, Hef spots a lithe young lady. He hires her, seduces her, does the old sausage salsa then promptly fires her without remorse.

TRAP PEOPLE IN A CUSTOM-MADE SEX DUNGEON
Tucked away behind the lounge, Hef's stone-walled dungeon is used to trap party guests. They're then subjected to a relentless sex festivale with no escape. Good work, Digi-Hef!

THROW A PARTY AND THEN SPOIL IT FOR NO REASON
Invite a host of celebrities and 'it' girls around to your place. When the party kicks off, remove all the furniture, insult them and fall asleep on the couch. What a total Rodney.

SLEEP WITH WOMEN IN FRONT OF YOUR GIRLFRIEND
After getting himself a new girlfriend, Hef spots a lonely lady. In front of his missus, he does the old todger tango without a second thought for his cold-hearted betrayal.

EXTRAS! EXTRAS! EXTRAS!

The Unlockables

- You can unlock a flat-screen plasma TV and PS2. Play it and Hef will be entertained for hours, his 'fun' meter rising. At least *someone's* having fun.
- Unlock Playboy centrefolds and covers from the '60s to the present day. The changing fashions and idea of 'taste' is enough to warrant a look.

"UNFULFILLING DIGITAL SEX – LEAVES YOU INADEQUATE..."

fun, as you buy outrageously lavish furniture with which to impress potential 'bunnies'. But then it comes to actually making a magazine which is rather different for Hef than it is for us.

The photography minigame is the first thing you'll do and it's a shameful waste of the only life you'll ever have. It goes like this. You hire a model (or coax an employee into disrobing) and place them somewhere in the house. The game then takes over and the tiny lady at your behest is replaced with a polygon-rich, eerily expressive juddering flesh puppet. As she kind of staggers around – sprawling on your bed, lying on the couch, bending over stuff suggestively – you circle the wobbling marionette with a camera. Extra points for a groin shot. 'Phwoar'. They say taking a photograph of someone steals their soul, but in this case it's the other way around. If you find yourself playing this you're either A) mental B) a clueless, masturbatory loner or C) a games journalist tasked with finding the good in something that's devaluing the quality of human existence. It's awful. An affront to everything pure and good in the world. And the way she winks and pouts at the screen – a collection of pixels gasping for sex – is just terrifying. When you have the snaps, stick them in your mag and fiddle with the colour scheme, articles and other content. An interesting idea, but it's all menu driven and a bore. Shame that this is the crux of the game then. Your PA is constantly popping up to offer advice in a nasal Californian accent, but that doesn't make it less confusing. Performing the simplest of tasks becomes a needless Krypton Factor-style test of mental strength as you plough through reams of identical menus (of which there are about 20) to find the sodding 'hire staff' section. Useless.

Your reward for completing tasks come in two forms; wealth and fame. Wealth lets you expand your mansion whereas fame increases your chances of attracting hot celebrities (for interviews) and, more importantly, getting your end away. Yes, good news for passing tuggers – you can have full-on sexy sex – with ladies and *everything*. OK, it's unfulfilling digital sex that'll leave you feeling inadequate, lonely and embarrassed, but hey, if you've bought this game, you probably feel like that already. Mystifyingly, however, Hef does the dirty *with his pants on*. Must be part of the 'Playboy Philosophy' that's splattered across the loading screens. Apparently, the ageing smut magnate's respect for women takes precedence over everything. Hmm.

But bedding women isn't easy, not even for Hef. Seducing laydeez involves navigating a *Sims*-menu minefield. Start with 'flirt' and 'kiss on cheek', work your way to 'intimate caress' then go for (cough) 'have sex on bed'. You have to be next to a bed, mind. Or a couch. You can't do it in the shower or anything – pervert. Women are indecisive though – one minute they're dying for a slice, the next they're aimlessly pottering, leaving Hef with a bad case of trouser concrete.

For the most part, the whole thing is just *horrible*. In America, it'll appeal to whooping, beer-swilling teenage wastrels, here it'll attract the pikey pound and braying puppet people lapping up filth. In other words, idiots. And if you buy this, you're an idiot too. Anyway, think of all the proper bongo you could buy with £40... **Andy Kelly**

■ *Get your virtual masturbation kit now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The interior decoration is fun for a bit... – ...but the rest is a woeful *Sims* rip-off.	+ The facial animation is detailed. Disturbingly so. – It looks like a PC game from 1998.	+ The 'Simlish' is so ridiculous as to be funny. – Jarring 'college rock' soundtrack.

LIFESPAN

There's no end, but you'll tire of the repeating of tasks. But there are loads of unlockables, which at least provides some replay value.

MINUTES ... YEARS

IT'S BETTER THAN...
RISK

IT'S WORSE THAN...
SEXING REAL LADIES

Thinks it's ironic, thinks it's clever, thinks it's good. It's not. It's actually cynical fumbleware for morons. Only buy this if you're really, *really* desperate and lonely.

5/1

INFOSTRIP

DETAILS
Developer: Nautilus
Publisher: Midway
Players: 1
Memory Save: 72kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"It's set after the outbreak of WW1 which was sparked, of course, by the assassination of Archduke Franz Ferdinand. He was taken out. (Cough.)"

TOP 5 HEARTS
- Hart to Hart
- Lovehearts sweets
- David Lynch's Wild at Heart
- Tony Hart
- JR Hartley

GAMEFAX

TRIVBURST
- Eight playable characters to unlock, each with their own special abilities.
- Customise your Judgement Ring so it can work on its own.

MOBS RULE: Preparing to invade a city.

DAVID DEMON: You'll need good skills to beat this beast.

RING OPPOSES: Good use of the ring needed here.
Hail Beak
THE MONEY SHOT
Look – a pub! Get us a Stella in. Whaddya mean, no Stella in 1915? Olde Maggot? What's that? Carling? No? Jesus...
PSM2
SILVER AWARD

RING A DING DING

The Judgement Ring plays a huge part in the game. There are different rings for attacking, combos, special magic abilities, using items, getting discounts in shops and even playing the lottery with people you meet throughout the world. It's lucky, then, that it's a lot of fun to use and never becomes a hassle.

STRING OF FIRE: Making a perfect string of hits becomes an obsession and pays off with major damage to your opponent.

"TOTAL ECLIPSE OF THE HEARTS"

SHADOW HEARTS: COVENANT

This sequel emerges from the shadow of Final Fantasy to steal our hearts.

Sigh... you can't help but expect any RPG on PS2 without the words 'final' and 'fantasy' in the title to achieve nothing more than the status of 'also ran'. This was the case with the first game in this series, which scored a rather pallid 60%, despite being developed by a group of ex-Square Enix employees. *Covenant*, however, has restored our faith and proved it possible to make a great RPG that isn't a me-too *Final Fantasy* clone.

The storyline picks up a year after the first game, with protagonist Yuri being cursed by a secret society that removes his demon morphing abilities. Cue a jaunt around the world with odd companions (puppeteer with creepy little girl puppet, pro-wrestling superhero who can transform into a bat, etc) to find a cure. It all seems rather typical RPG fare but the big difference is that the *Shadow Hearts* games aren't set on some cutesy alien world, but on Earth, and, in the case of *Covenant*, after the start of the first World War. The combination of these characters with magical abilities standing out against realistically grubby backdrops such as Paris, Yokahama and, er, Wales works brilliantly.

Covenant brings back the first game's turn-based battle system but don't panic – the return and improvement of the Judgement Ring makes it the most engaging battle system you could wish for. The Judgement Ring is a dial on which you make timed hits, the accuracy of which decides the success of your battle moves. It's the new abundance of upgrades and infinite customisation of the Judgement Ring that lifts *Covenant* above its predecessor. The battles are exciting and as your timing with the ring improves until you're making perfect hits regularly, you feel a genuine sense of achievement.

Throughout the game, the dark plot is punctured with some genuinely funny scripting, with Yuri defying the typical naïve, po-faced main character role with sarcastic, dark-humour. There are, of course, dungeons, puzzles and side quests exactly where you would expect them to be, yet it's not the similarities but the differences in tone, style and battling that are *Covenant*'s strengths.

Clocking in at 50 hours, *Shadow Hearts: Covenant* is a large gulp of fresh air for RPG fans and proves that RPGs don't have to be cardboard cut out versions of *FF* to be successful. **Kirsten Kearney**

■ Covenant *can steal your heart now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Turn-based battling that's actually fun. – A little too linear in the first half of the game.	+ Colourful characters in a realistic environment. – The battlefield is a little bit dull.	+ Great voiceovers bring emotion and humour. – The music's good but not diverse enough.

LIFESPAN
You could finish the game in 40 hours, but with a host of side quests, secret dungeons and two endings you can double that.
MINUTES — YEARS

IT'S BETTER THAN...
SHADOW HEARTS
IT'S WORSE THAN...
DARK CHRONICLE

Along with *Star Ocean*, *Kingdom Hearts* and *Dark Chronicle*, this is one of the few RPGs that dares to throw away the *Final Fantasy* blueprint – with great results.

84

KONAMI

MISSION:
SURVIVE
the fear | the pain | the fury | the sorrow | the end
METAL GEAR SOLID 3
A KOJIMA game

Official Guide
Available Now

★☭1964

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PlayStation.2

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

INFOSTRIP

DETAILS
Developer: Namco
Publisher: Sony
Players: 1
Memory Save: 549KB
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

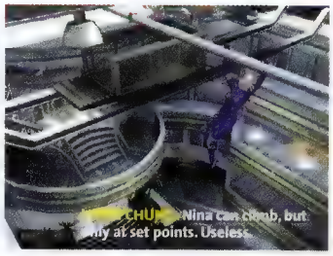
TOP FIVE DEGREES
- Law and Ethics
- English Composition
- Marine Biology
- Abnormal Psychology
- Degrees'd Lightning

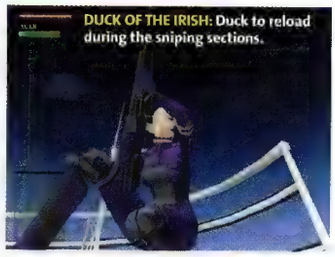
GAMEFAX

TRIVBURST
- Some of Nina's *Tekken* moves are back, including her finisher Evil Mist.
- Weapons include katana swords, batons and tonfa.
- Target an enemy's insides using x-ray vision.

DOT.COM
www.deathbydegrees.namco.com/
The site is spattered with saucy images of Nina and has plenty of character. Unlike the actual game.

LEVEL DESIGN: The levels look good. The game at least look good.


CLIMBING CHUMP: Nina can climb, but only at set points. Useless.


DUCK OF THE IRISH: Duck to reload during the sniping sections.

The cutscenes are so hammy you can almost smell the sizzling bacon fat.

"DEATH BECOMES HER – SO LET'S KILL HER NOW..."

HELPING HAND: Other characters pop in from time to time to help Nina out.

THE MONEY SHOT

Some scenes in the game let you explore the area with a remote camera. Sounds dull? Well, it's better than the combat.

SHATTERED DREAMS

Easily the best thing *Death by Degrees* has to offer, the critical strike system makes the reams of mundane, samey battles less of a chore as you get to punish someone individually using Nina's deadly bone-snapping martial arts. Experiment with the target and you can find various ways to incapacitate a foe including breaking their head, smashing their ribs or just mashing them up around the face and neck. Very satisfying.

HEART GALLERY: Study the enemy's insides, pick a body part and then strike it with intent to kill. Not one for the kids, then.

DEATH BY DEGREES

Sultry *Tekken* dimwit Nina Williams gets her own game. The world glances up briefly... and then returns to the ironing.

Nina Williams is *awful*. She's a vacuous, corpse-eyed pixel puppet with nothing going for her but a big pair of tits. She's the lowest common denominator in character design – a witless, bleached-blonde nonentity completely devoid of wit, charm or charisma. Presumably, the reason Namco have foisted this upon us is those Lara-like breasts. But they've forgotten – Lara Croft actually had personality as well.

Look, Mr Developer – if we can't identify with the character under our control we'll have no desire to finish the game. Simple as that. We saw *Silent Hill 2* through to the bitter end because we genuinely cared about James' plight and *Second Sight* wouldn't have been half as engaging if it wasn't for the likeable, helpless John Vattic.

But Nina Williams won't appeal to *anyone*. She's a sneering, smug-faced marionette with absolutely no quirks whatsoever. She isn't even a positive female character – how many blonde, muscular, chest-heavy martial artists with a sideline in cage fighting do you know?

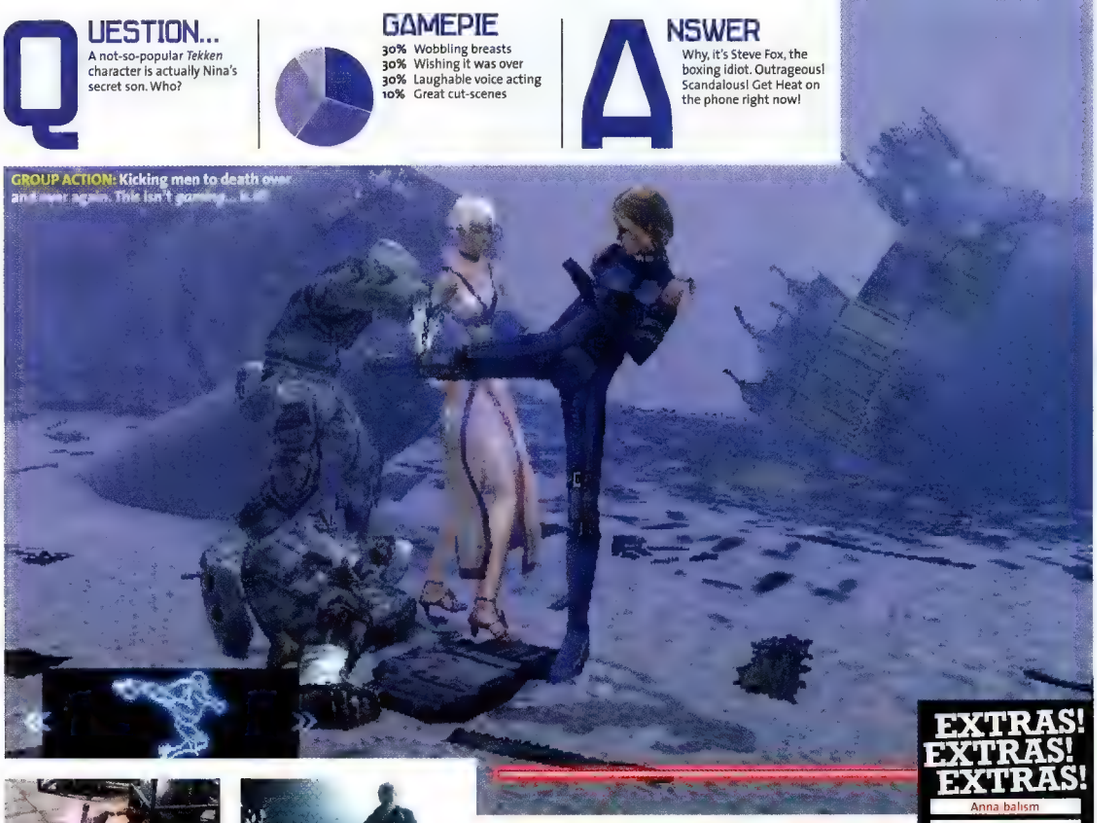
The game itself is just as bad, being a carbon-copy action/adventure clinging feverishly to every cliché and convention in the book. Hackneyed plot that reads like a sub-average Channel Five film? Check. Terrorist situation? Check. Special operatives sent in to deal with said situation? Check. Poorly-

"NINA WILLIAMS IS A SNEERING, SMUG-FACED MARIONETTE WHO WON'T APPEAL TO ANYONE"

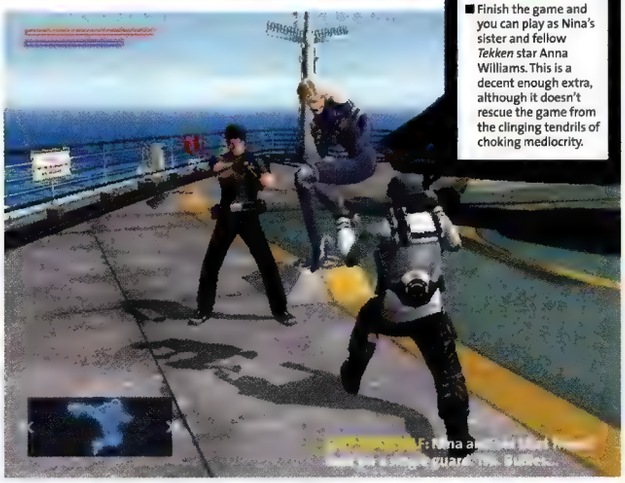
QUESTION...
A not-so-popular *Tekken* character is actually Nina's secret son. Who?

GAMEPIE
30% Wobbling breasts
30% Wishing it was over
30% Laughable voice acting
10% Great cut-scenes

ANSWER
Why, it's Steve Fox, the boxing idiot. Outrageous! Scandalous! Get Heat on the phone right now!


GROUP ACTION: Kicking men to death over and over again. This isn't *gaming*... it's *life*.

FACE RELATIONS: Notice how every man looks *identical*. Very tedious indeed.


EXTRAS! EXTRAS! EXTRAS!

Anna balism

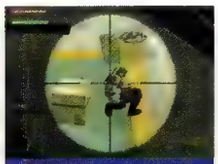
■ Finish the game and you can play as Nina's sister and fellow *Tekken* star Anna Williams. This is a decent enough extra, although it doesn't rescue the game from the clinging tendrils of choking mediocrity.

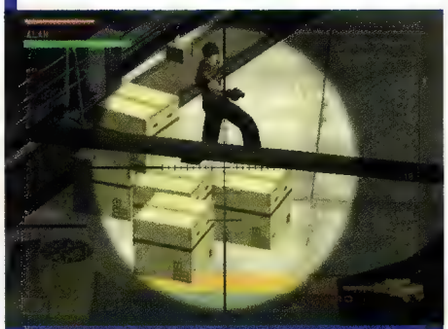
THE SNEAK SMALL INHERIT THE EARTH: Creep round the corner and snap his neck.

"HERE TO FIX THE SNIPES, LUV"

These sniping sections are another attempt at injecting *Death by Degrees* with variation. Although graphically quite impressive, they're just as dull as the rest of the game. You can't move and all you have to do is duck and reload. There's no satisfaction either. Call us sadists, but we expect more than a nondescript puff of blood. We want a deafening BANG! Followed by all manner of gory chaos. It's just... well, it's rubbish.

UTTER SIGHT: See those men? You have to murder them.


REALLY SIGHT: Hiding behind a cardboard box. Clever.


A LOAD OF OLD SIGHT: This sniper mission involves protecting Nina's chum from a seemingly-endless stream of enemies.

"ALL THE DEPTH OF A PARTICULARLY SHALLOW PUDDLE"

designed character upgrade system trying desperately to mask the game's innate simplicity? Check. Long, tedious conversations between levels to artificially extend the game's lifespan? Check. Complicated special moves that look fantastic but require absolutely no user input? Check.

It does try, though – and we like a trier. Some of Nina's critical hit moves are impressive, even if they are just glorified cut-scenes. When her purple power bar fills up, pressing R2 and nudging the analogue stick forward lets her perform a special move in which an x-ray camera kicks in, revealing her foe's innards and a target. As the timer ticks down, place the cursor over whichever body part you want to destroy and enjoy the mess. Skulls shatter, brains flatten, hearts implode, bones snap and you'll find yourself cackling internally like some kind of murderous pathologist.

But that's it. That's literally the best thing that *Death by Degrees* has to offer. As for the rest, regular combat is controlled via the analogue stick and proves itself to be both tragically awkward and savagely inept, making every battle a stick-waggling chore. You can attack in any direction but it's too start-and-stop for our liking. If every swipe, kick and punch fused seamlessly together into one aqueous whole it'd work well, but Nina seems to stagger between opponents like a big doddering baby. Her attacks even go *through* the enemies at times, adding further weight to the claim that at its very core, *Death by Degrees* is sloppy, fractured and poorly designed.

It attempts variation. There are a couple of sniping missions strewn around but they suffer as a result of being completely bolted on. Shoot someone in the head and they just slump and vanish. It looks lovely, but it's dull when compared to something like *Metal Gear Solid 2* with its thrilling Big Shell sniping sections. There are also some baffling laser beam puzzles that, due to the shoddy controls, are needlessly frustrating – the slightest knock and you'll be killed and sent back to your last save point. Continuing the madness, there are also underwater sections that let you swim in first-person, although it serves no purpose and as such is barely even worth talking about.

It does look lovely though. The whole thing has a bright arcade-style 'glow' and the environments are enormous and plush with detail. You can't interact with any of it (save for smashing the odd plant pot), but, well, it's very nice looking. If that's your thing. Not that this comes anywhere close to excusing the game's shortcomings.

The aforementioned character upgrade system lets Nina exchange accumulated experience points for new moves. While this is a good attempt at giving the game a tactical edge, it simply means that it takes longer for Nina to be actually any good at fighting. When she starts out, she's weak as a kitten and it takes ages to toughen her up. And no amount of menu-fiddling can hide the fact that this is a simple, balls-out-of-the-basket scrapper with all the depth, scale and dynamism of a lettuce.

The cut-scenes might be some of the most realistic we've ever seen, the moves might look fantastic and the levels might be epic in scale, but this is a devastating case of style over substance. For all its grandeur, there simply isn't enough to keep you entertained. The novelty of shattering someone's ribs will soon wear off and you'll be thirsty for more. Buy *Onimusha 3* or *Devil May Cry 3* instead. This is deathly. **Andy Kelly**

■ *Fail your* Degrees *on April 8th.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The critical hit system appeals to our bloodlust. – But the rest is simplistic and unimaginative.	+ Bright, bold visuals and amazing cut-scenes. – Pitiful animation and an awful camera.	+ Decent James Bond-esque soundtrack. – Hammy and listless voice acting.

LIFESPAN
You can tear through the main game in about 10 hours. Whether or not you'd want to play again as Anna Williams is debatable.
MINUTES — YEARS

IT'S BETTER THAN...
SEVEN SAMURAI 20XX

IT'S WORSE THAN...
ONIMUSHA 3

A game that will appeal to easily-impressed foetuses, but alienate the rest of us by being incredibly simple and simply unfulfilling. Just don't.

42

INFOSTRIP

DETAILS

Developer: Sony
Publisher: Sony
Players: 1-4
Memory Save: 470KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Eyetoy · Funny · Stupid · Kids

1P MONSUKE
18
2 Lifted:
WEIGHT A MINUTE: Ape weightlifting. And sorry about Dave's grumpy face in these screens. He loves it really.

"IT'S A MONKEY OVERLOAD"

EYETOY: MONKEY MANIA

At last: ape-groping without fear of police intervention...

Although we've spent the last couple of months banging on about how great monkeys are – and they are – what with this, *'Splitters 3*, *Monkey Ball* and PSP's *Ape Academy*, we're in danger of simian meltdown. All we need now is *GTA: Jungle*, with CJ replaced by a baboon and the Ballas by a banana-toting posse of gorillas, and we'll be set.

Right now, though, we get *Monkey Mania*, starring the *Ape Escape/Academy* chimps, which covers pretty much any primate-based eventuality you care to imagine. The minigames tend to vary in quality, however – guiding a monkey riding on a snowball across narrow valleys with increasingly frantic hand flapping in Snowball Long Haul is terrific, as are the ones in which you save your apes from flying saucers, or create new haircuts by patting and preening at their barnets, and even um... the weightlifting one. Then there's, ahem, Smack The Monkey. There are loads of other good games but, sadly, a fair quantity of duffers too, especially if you're on your lonesome. Solo air hockey, really, is hardly choice entertainment.

OK, *Monkey Mania* is really for kids. At the same time, get a group of you together after a few beers and it's one of the funniest experiences you'll have on PS2. Although the thought of smacking your monkey with a load of sweaty, drunk men might not appeal much. **David Cook**

■ Monkey *around from March 18th.*

PSM2 VERDICT

It's aimed at kids. Get over it – much of *Monkey Mania* is a joy. Not one for solo simians, maybe, but rather good multiplayer monkey madness.

69

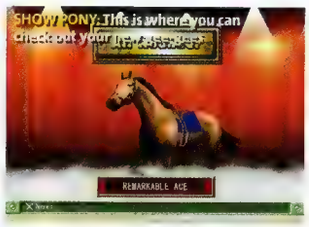
INFOSTRIP

DETAILS

Developer: Tecmo
Publisher: Zoo Digital
Players: 1-2
Memory Save: 120KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports · Sequel · RPG · Shit



"WHY THE LONG FACE, MATE?"

GALLOP RACER 2

Firm, muscular stallions. But enough of the PSM2 team...

Maybe it's all the *NFSU2* that we've been playing, or it could be that we've got a twisted sense of humour, but playing the *Gallop Racer 2*, we started to wish horses had NOS taps, like in the Fast and the Furious. Why? Well if the words 'snail-paced' and 'fallen at the first' don't shed any light on the matter, you're as slow as this game's 'rides'.

Imagine it, though. Your horse is in last place with just two furlongs to go. But instead of whipping your steed's ass, you hit L1 and – boom – its tail lifts, flames turbo out of its ass, and bolts past the others at eye-popping speed. Brilliant.

Sadly, though, the reality of this boring sport is mirrored too well. There's countless spreadsheets of numbers before you even get to race in season mode, which means enjoying *Gallop Racers 2* is like trying to get into a bookies on dole day... difficult.

The rot doesn't stop there. As we may have said, on the track there's a lack of horsepower. Red Rum and his mates are more like lumbering mules than pacey stallions. Whipping them at the speed of a dominatrix on 'half-price for Tory MPs Friday' and a queue round the block makes no difference. Nor does anything you might do with the reins. As you hurtle down the final straight, your horse *will* become fatigued and you can't devise a strategic race plan to avoid it. You can whip so hard the RSPCA get involved, but it alters nothing.

For die-hard fans and ageing fame seekers (that's you, McCririck), this game has enough depth to keep them happy. For the rest of us we'll just have to pray for the day when EA come up with the much-requested *Need For Speed Underground: Dobbin Edition*... **Nathan Irvine**

■ Gallop Racer 2 *is hot to trot from March 12th.*

PSM2 VERDICT

GR2 is only going to appeal to aspiring jockeys and debt-ridden gamblers. This is one series that should be shipped off to the knackers yard immediately.

34

EVERY GAME! EVERY FORMAT! EVERY MONTH!

ON SALE NOW!

"NEW BALLS, PLEASE..."

DODGEBALL

Grab life by the balls. The 'sports comedy' genre has a new breed of hero...

Winning the battle of the frat-pack comedies was no easy task, with Will Ferrell's almost equally gag-flooded Anchorman in hot competition. But this sports laugh-riot scored big thanks to some balls-out (sorry, we couldn't resist) humour and a winning performance from Vince Vaughn. With Ben Stiller playing the fool in yet another crazy costume and wig, it's Vaughn who keeps the movie grounded. He's Peter La Fleur, owner of Average Joe's Gym, where the unfit and unhappy are all welcome. But Peter's got problems: Average Joe's is exercise bike-deep in debts and the bank's threatening to sell the place. Waiting in the wings is White Goodman (Stiller) an egomaniac body-toning perfectionist who wants to swipe the building for his GloboGym chain. What's a regular guy to do? If you're Peter, you discover there's a Dodgeball tournament in Las Vegas, enter a team and try to scoop the $50,000 reward. But it's not quite so easy: White also has his eyes on the prize. And he's got a team of super-trained athletes backing him up. It's not looking good for La Fleur.

"GOODMAN IS A MONSTER OF A COMIC CREATION, A TOTAL AIRHEAD, ALL SNARL AND PREEN"

BALLS TO THE WALL

With the set-up nicely slotted into place, the cast are free to go as mad as they like. La Fleur recruits one-time Dodgeball champion Patches O' Houlihan (Rip Torn), now wheelchair bound, but just as willing to teach anyone who'll listen about the sport. His unusual training techniques ("If you can dodge a wrench, you can dodge a ball!") make for some of the film's finest moments. And Vaughn gets his share of the best lines despite playing the straight man to Stiller's stupidity. White Goodman is another monster of a comic creation, an airhead with all of Derek Zoolander's vanity but none of his charm. A former tubbo with an addictive personality, Goodman is all snarl and preen. Ignore the fact that the film follows along one of the best-trod plotlines in movie history (why do you think the subtitle is "A True Underdog Story"?) and just let it take you along for the ride. You won't regret it, you mark our words.

STARRING
- Vince Vaughn
- Ben Stiller
- Christine Taylor
- Rip Torn
- Justin Long
- Alan Tudyk
- Stephen Root

DIRECTOR
- Rawson Marshall Thurber

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Balls + groins= funny. Simple as that, really. – The best gags get overused a bit.	+ Stiller puts in a terrific perfomance – Gets just that little bit repetitive in places.	+ Funny bloopers and out-takes. – The commentary is disappointingly dull.

EXTRAS

The commentary from director Thurber, Vaughn and Stiller wants to be hilarious, but is laugh-free. The deleted scenes are passable, while the featurettes are mostly window dressing.

IT'S BETTER THAN...
BASEKETBALL

IT'S WORSE THAN...
SHAOLIN SOCCER

Ben Stiller's latest comedy triumph overcomes its own flaws and provides a solid laugh-grabbing lead for Vaughn. It ain't subtle, but it's hilarious.

88

"NOT-SO KILLER SHARK"

SHARK TALE

Something's fishy about this movie...

STARRING
- Will Smith
- Robert De Niro
- Angelina Jolie
- Renee Zellweger
- Jack Black
- Martin Scorsese
- Michael Imperioli
- Ziggy Marley

DIRECTORS
- Bibo Bergeron, Vicky Jensen, Rob Letterman

CERTIFICATE
- U

PRICE
- £22.99

RELEASE
- Out Now

Something stinks. Yes, Shark Tale has that terrible smell you get when a child leaves their fish tank too long and poor Genghis the goldfish is flushed to the great beyond. While it made a mint at the box office, this poor undersea wannabe really suffers in comparison to Finding Nemo. For while the Pixar effort of 2004 had clever characters and a fairly original story, Shark Tale is little more than a lazy mash of pop-cultural nods and dull mob movie clichés. Will Smith's overpaid larynx gives voice to Oscar, a little fish in a big ocean. Stuck cleaning whales for a living, he dreams of being rich and successful. But life seems to be passing his fishy little self by.

MOB RULES

So when opportunity comes knocking (a shark trying to kill him is offed by a wayward anchor) Oscar grabs it with both fins. Soon he's the 'sharkslayer', a hero to all. Just one problem: the mob sharks whose family member bit the big one want revenge... And so ensues a comedy of mistaken identity, lies and spoofs of just about every gangster film you've ever seen, from The Godfather onwards. Even the presence of such notables as Robert De Niro and Martin Scorsese can't save this from seeming tired and trite. There's plenty of shiny eye-candy for the small fry, but anyone older tempted/forced to watch will find little to enjoy. Stick to Shrek if you're after decent entertainment. This is a load of old molluscs.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Snappy voices. Quite well acted. – But the characters are just annoying.	+ Some nice gags early on. It's all downhill from there, though. – Awful musical finale.	+ Plenty of fun for the kiddie audience. – But everyone else should steer clear.

EXTRAS

Two dance-flavoured featurettes show the characters getting 'fishy', then invite anyone crazy enough to have a go. The directors' commentary is bog-standard and dull.

IT'S BETTER THAN...
SINBAD: SEVEN SEAS

IT'S WORSE THAN...
SPONGEBOB

Strictly for the kids – unless you're a glutton for punishment – Shark Tale sinks more than it swims. A prawn to Finding Nemo's big blue whale.

35

RESIDENT EVIL: APOCALYPSE

STARRING
- Milla Jovovich
- Sienna Guillory

DIRECTOR
- Alexander Witt

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

How much you'll enjoy Resident Evil: Apocalypse depends on your feelings towards the first film. If you hated RE and decried it as among the worst video game adaptations you'd ever clapped eyes on (and there's a lot of competition for that title), run far and run fast from this sequel. It picks up the story as amnesia-afflicted warrior woman Alice (Jovovich) realises that the whole of Raccoon City has been overrun by the zombies created in the Umbrella Corporation's facility. Now she has to deal with the undead threat and a new menace: the Nemesis. Loaded with OTT action that looks great in the trailer but fails in the actual movie, this manages to forget any semblance of plot, much like the original. Loved Resi One? See this. Then seek medical help.

43

THE VILLAGE

STARRING
- Bryce Dallas Howard
- Joaquin Phoenix

DIRECTORS
- M Night Shyamalan

CERTIFICATE
- 12

PRICE
- £19.99

RELEASE
- Out Now

Well, M Night Shyamalan certainly loves his plot twists. Dead people! Superhero! Aliens allergic to water! But if we were to reveal whether The Village sports one of his patented rug-tugging finales, you'd probably complain. So to avoid any mag-chucking-away and complaining letters, we'll say this: it's a creepy horror flick that tries to coast on its characters but ends up as little more than a dull, plodding wannabe tension-generator. A tale of a nineteenth century village living in fear of creatures that live in the woods beyond their borders, it's well shot and has decent performances from Joaquin Phoenix and newcomer Bryce Dallas Howard, but otherwise it's got little to recommend it. One for the diehard Shyamalanites only.

52

Films from another space and time

ANIMANIA

KINO'S JOURNEY: VOL. 3

After an exceptional opening volume and the equally-decent sequel, Kino's journey continues over another three *stunning* episodes. In one surprisingly thought-provoking episode, Kino comes across a country where a dictatorship vets books as either 'appropriate' or 'inappropriate'. Kino disagrees and helps a group of rebels storm their base and put an end to it. Real gripping stuff.

89

GAD GUARD: VOLUME 2

More episodes of this fairly new TV series. The quest continues to find and protect the magical 'Gad' stone that turns good-spirited people into a powerful robot called Techode, a machine that embodies the will of the user. This is the story of Hajiki, a boy who finds the Gad and forms a special bond with Techode. Good stuff, if a little light on action.

81

NEON GENESIS EVANGELION: DC

Another collection of directors' cut episodes of the anime that started it all, Neon Genesis Evangelion. Future war, robots, things blowing up, drama, tension – it's everything anime should be and these special extended editions will appeal to fevered fans who just can't get enough NGE. It's full of neat extras too.

79

ALSO RELEASED

THE GRUDGE

■ Out Now ■ Cert 15 ■ Price £19.99

Sarah Michelle Gellar tries to break out from Buffy in... a horror film? Still, it's an effectively creepy little number remade from a Japanese thriller. Mildly chilling.

64

MAN ON FIRE

■ Out Now ■ Cert 18 ■ Price £15.99

Denzel Washington is John Creasy, an alcoholic former special forces soldier fallen on hard time who's hired to protect a young rich girl in kidnap-prone Mexico city.

88

SOUL PLANE

■ Out Now ■ Cert 18 ■ Price £15.99

This month's total turkey crash-lands. A wronged passenger uses his legal winnings to start his own airline. Cue a planeload of really crap jokes.

19

HERO

■ Out Now ■ Cert 12 ■ Price £19.99

Loved Crouching Tiger? Then get your fix with this amazing kung-fu epic. Beautifully made and full of some of the most impressive fights seen on celluloid.

87

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RISTS

S NO MERCY

YOU ARE A MEMBER OF THE WORLD'S PREMIER COUNTER TERRORIST FORCE. YOU HAVE THE DETERMINATION AND THE TECHNOLOGY TO CARRY OUT YOUR MISSION ONLINE OR OFFLINE. THE LATEST COMMAND PROTOCOLS, SPLIT-SCREEN MODES, NEW EQUIPMENT AND NEW EXPLOSIVES ARE AT YOUR FINGERTIPS IN THE MOST REALISTIC CONFRONTATION TO DATE.

LOCKDOWN STARTS MARCH 2005

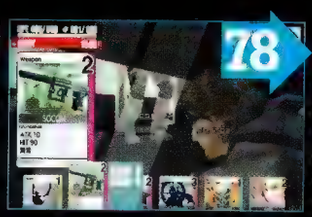
TOM CLANCY'S

RAINBOW SIX LOCKDOWN

Accelerator

76 WIPEOUT PURE
At long last – a proper play of the flagship title of Sony's UK launch line-up. Um... Thanks... Great... er... [runs away].

77 TOCA RACE DRIVER 2
The whole game crammed into PSP! It'll be the PSP's premium driving-sim come launch day. If that day ever comes, that is...



78 METAL GEAR ACID
This issue is throbbing with *Metal Gear* love. Mmm, Snakey. But what went wrong with *MGA* on PSP? Find out here...

HOW MUCH? WHEN?

That fact the PSP is a miracle isn't in doubt. What is in doubt is that UK launch date and price. Could buying an import machine be your best bet for a bargain PSP?

PSP will be released in America on the 24th of March 2005. This comes after a successful Japanese launch on the 12th of December 2004. That just leaves the European launch left... And we're still waiting...

OK. So here's what we DO know. The UK launch will NOT be in June. It WILL be before this. Sony have said as much, something backed up by two developers (who we won't name to spare their blushes) who accidentally told us their launch games were out "late May" before remembering that it was a secret. Disappointingly, the US launch will feature the exact same stand-alone and value packs as the Japanese launch, with a gnat-sized 32Mb stick in the pack. We've been promised that the contents of the Value Pack will be 'reviewed' before the UK launch. The later it gets, the more certain the pack will change – hopefully to include a 512Mb stick (big enough to get a movie on) at least, and our suggestion that it should be £199 with a 'free' 1Gb stick in the box was met with approval at Sony. Good news.

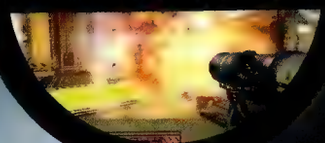
//DISAPPOINTINGLY, THE US GET THE SAME GNAT-SIZED 32MB STICK IN THEIR VALUE PACK//

So should you buy one now? Well in Japan, (via liksang.com) you'll be parting with just £104 for a Japanese model. An American unit will set you back £130 from ebgames.com. Will these machines play UK games? The answer is – in theory – yes. Like the Gameboy, PSP has no 'regional lock-out'. However, Sony *could* sneak in a lock into UK games last minute. Unlikely, but possible. Damn.

PSM RECKONS *Foreign PSPs look reeeeal tempting right now and only the threat of them being somehow incompatible with UK High Street games and the hope of a bargain PSP and stick value pack is keeping us waiting for the long overdue Euro-launch. Hurry up Sony!*

CODED ARMS

New shots have been released of Konami's new FPS, *Coded Arms*. Formerly known as 'Exploration Based Survival Horror', this is looking more like *Area 51*, with massive enemies, explosive action and an array of giant guns. The game also has a complex physics engine featuring ragdoll effects and destructible environments. This looks utterly fantastic, basically.



TONY HAWK SHRINKS LAS VEGAS INTO YOUR POCKET

Why *Tony Hawk's Underground 2: Remix* is looking like the most complete PS2 conversion on PSP so far...

Handheld *Tony Hawk's*? It's like something out of Man Heaven. Somehow, Activison have managed to squeeze the entirety of *THUG2* onto a UMD, along with four whole new levels, Kyoto, Las Vegas, Santa Cruz and Atlanta.

There's also the promise of wireless multiplay, with 10 specially-designed game types (including our favourite, HORSE), the World Destruction Tour from the PS2 version of the game and a wealth of pro skaters and custom skater options. Basically, everything from the console version is intact and topped with extras.

If the frame rate is decent and the new button mapping does the job, this could easily be one of the most essential games on PSP, especially if you're a *Hawk* die-hard. We pray it's as good as its big brother.

PSM RECKONS *An ambitious project, but we think Neversoft can handle it. The new levels (and new skaters, no doubt) will make it sufficently different from* THUG2, *and now you can play it while actually skating... The frame rate is good. The detail is right up there with PS2. This is a winner.*

PERIPHERAL VISION

In typical Sony fashion, the official line of PSP peripherals and accessories *look* nice, but when it comes to use in the *real world*, they aren't exactly practical. That's where Joytech come in. Their new PSP pack contains carry case that completely ensheathes your PSP, a car charger, a VITAL USB-to-mini-USB cable (for putting movies and music on your PSP) and a pair of headphones all for £14.99. Bargain.

SMART BOMB

A series of fast-paced 3D puzzles based on diffusing bombs. Facing a series of bomb modules split into tiers, each tier must be disabled to unlock the next. Potentially, this is better than rival puzzler *Lumines*, although it looks a bit simple at the moment. Still, it could be <ahem> smart.

PURSUIT FORCE

Former *WRC* overlord Martin Kenwright takes the helm of this tongue-in-cheek car chase game that lets you leap between cars, go off-road, hunt down perps and break the rules. The game takes place across an entire fictional American state and is looking good. Awful name, though.

TINY HAWK: Coming to PSP, the portable *Pro Skater* should make big waves.

SPIDER-MAN SWINGS ONTO PSP

The webbed wonder is back...

As expected, ol' webhead will be making his way onto PSP in a watered-down version of PS2 hit *Spider-Man 2*. From what we've seen, the fantastic city-swinging gameplay of the PS2 version remains intact along with a few new scripted set-pieces including an intense scrap atop a train. The game harks back to developer Neversoft's platform-based Spidey series on PSone, but enough elements of the new games are still in effect to make this a superbly well-rounded hybrid of the two.

And these genuine PSP shots show that the game is bang on track. Incredible.

"THE FLYING SCOTSMAN" COLIN MCRAE RALLY: A REALITY

The first of two ports from Codemasters, *Colin* is an incredible conversion of the entire 2005 PS2 game – it's all here, 34 licenced cars and 81 cack-spattered stages only now you can play it on a handheld. It really has got the lot – the menus look the same, you can spin cars around on the select screen and you can open the doors and bonnet. Unfortunately, the code we saw was stretching the PSP's brain a little too far – the complex geometry of bushes and mountains impacted on the frame rate, making things juddery at times. This needs to be sorted, but this could be *another* essential title at UK launch.

Publisher: SCEE ■ Developer: Sony Liverpool ■ ETA: May 2005

Wipeout Pure

ANTICIPATED FEATURES
- 12 brand new tracks and four reprised classics, lifted from each of the *Wipeout* series to date.
- Eight players play via wi-fi.
- New energy system means that you can choose to fire it or absorb it to increase your strength.
- Zone mode returns – where you have no control over acceleration but just have to keep steering as you go ever faster – on four new courses.

Everybody knows that you can't have a new Sony games machine without a new *Wipeout*. But does that name still evoke the same excitement? Hmm...

Playing *Wipeout Pure* on PSP is like going home for Christmas. You know your Mum will be ironing. You know your Dad will be asleep. You know that if you're looking for excitement you've come to the wrong place. Just where were they supposed to take the new *Wipeout*? We don't know – but surely it wasn't meant to be precisely nowhere?

The 'wheels' fell off *Wipeout*'s hover-wagon back with *Wipeout Fusion* on PS2. After setting the benchmark on graphics and speed on PSone it was a weird handling-free annoyance among superior racers on PS2. Well, *Pure* shows that it's not the hardware that's at fault, it's the sport of hover-racing. Once again we found ourselves moaning about losing speed when we clanged with the tracksides and the annoying habit of crashing into the sled you've just shot. There's no short-term reward for new players. Tracks are narrow, twisty and infuriating from the off. And, currently, opponent AI is either geared to making you crash pathetically or peppering you with attacks without warning. You just can't seem to *get going* and start having fun.

Handling-wise, they've pitched the difficulty curve in at the level of *Wipeout 2097* (the second PSone game) but at present we don't think they've had the right idea. While *Wipeout* masters may feel right at home, new players on this new console will flounder, then mock.

What's really strange is that despite heaping on detail, the screen looks strangely flat. Like a cartoon, there's no impression of depth to the image. Everything is equally detailed and bright. Like the future the game depicts, this simply isn't *real*.

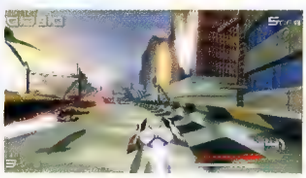
Finally, they're going to have to go some to fix the frame-rate issues on the game we played. Currently it can't match it's bigger console brothers for smoothness and while the eight-player wi-fi race feature is cool, it just made the situation worse. Sort it out please?

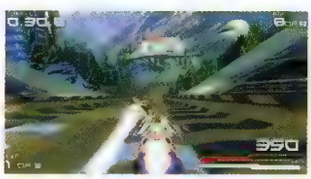
PSM RECKONS *It's Wipeout on PSP. And, unless they can fix the difficulty curve and up the excitement, it's not as good as you remember it.*

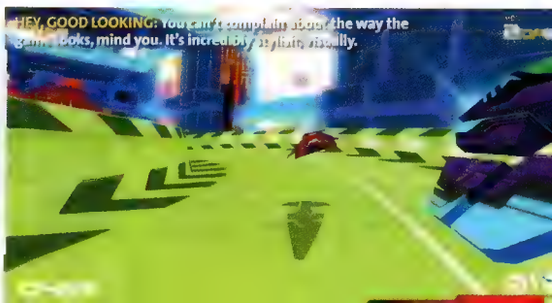
//WIPEOUT MASTERS MAY FEEL RIGHT AT HOME BUT NEW PLAYERS WILL FLOUNDER//

WIPED OUT? The series really isn't getting any better. *Wipeout* is in need of a radical overhaul if it's to have a future.

JUMPS AND BUMPS: The usual array of huge jumps, drops and loop-the-loops are present once again.

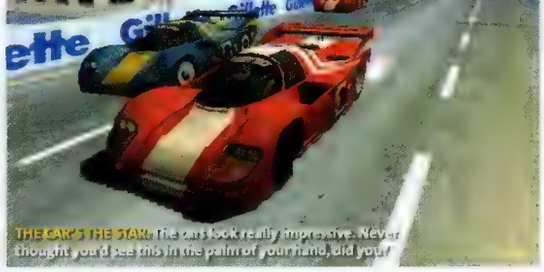






HEY, GOOD LOOKING: You can't complain about the way the game looks, mind you. It's incredibly stylish, visually.

RACING CERTAINTY: The 15 different motorsports should be enough variety for even the most ravenous of fans.



THE CAR'S THE STAR: The cars look really impressive. Never thought you'd see this in the palm of your hand, did you?

OUT TO LAUNCH: We're hopeful that *TOCA* might even make it to the shops for PSP launch day. See you in the queue.

■ Publisher: Codemasters ■ Developer: Codemasters ■ ETA: May 2005

TOCA Race Driver 2

ANTICIPATED FEATURES

- 15 different motorsports including GT Sports Car Racing, Touring cars, Formula Ford, and truck racing.
- The self-same 84-car strong line up of rides from the PS2 game are here.
- Car damage – dent and smash up Aston Martins et al.
- Up to 20 players simultaneously on track thanks to superlative wi-fi coding. (12 players confirmed so far).

Not content with jamming *Colin McRae* in PSP, Codemasters flex yet more evil magic and get all of *TOCA* in there too. Yes, even the Scottish bloke too.

TOCA'S EFFORT: This is shaping up to be very good indeed, despite the already formidable field of rival racing games.

Actually, development on *TOCA* is two weeks behind the work on *McRae* but, 'thanks' to no sign of a PSP release date at Sony, it may well appear alongside *Colin* on launch day.

Good news is that it looks better than its off-road brother 'thanks' once again to the comparative simplicity of the flat(ish) tracks and tarmac scenery over the bush/tree/rock infested rain-sodden realism of *McRae*. The frame rate is locked solid at over 30fps – ie, nice 'n' smooth.

Like *Colin*, it's a perfect port of the PS2 game in its entirety. All the cars, all the tracks and modes. It's even got that grumpy Scottish bloke in the story modes. It even trumps its PS2 big brother in two respects: Firstly, you can customise the soundtrack (if there are any MP3's on your PSP memory stick, they can be aligned in a playlist to accompany your races) and, secondly, there's an amazing link-up game (using wi-fi, of course) that, in theory at least, will allow 20 players to race simultaneously. Only the fact that the developers don't have 20 PSPs to test it yet is holding it back – they're currently confirming 12 players no problem though.

With *Ridge Racer* delivering a short-term quick-fix, the road is clear for *TOCA* to clean up with its massive girth of quality motoring.

PSM RECKONS *It's great to see that PSP is capable of full PS2 ports – this has really improved since we last saw it. The only real competition facing* TOCA *is from Sony's own* GT: Mobile...

■ Publisher: SCEE ■ Developer: Sony Soho ■ ETA: May 2005

World Tour Soccer

ANTICIPATED FEATURES

- 150 different teams, lifted directly out of the long-established *This Is Football* player database.
- Player-likenesses have made the conversion intact. Beckham = handsome. Rooney = Mr Potato Head.
- New wi-fi alert mode will interrupt your game if someone comes into range and offer both players a challenge, if they're up for it.

No *PES* on PSP yet? Then can we tempt you into a the latest from the makers of *This Is Football*? Hey, could be worse. You could be playing *FIFA Street*...

The sport of football – short, self contained competitions lasting very little time – really makes it ideal for playing on a portable. And Sony have ramped up the porto-fun even further for *World Tour Soccer*.

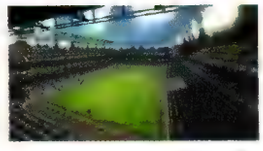
It works like this: You can play proper footie on what is essentially a game based on the options, teams and players of Sony's PS2 *This Is Football*, but for *WTS* they've lobbed in a unique scoring aspect where good passes, tackles, smart dribbles and ambitious shots on goal earn you 10 or 20 points as you play, or costs you points from your total. Suddenly the game's different. You're no longer locked to 90 minutes and 'who scored the most goals', so you can try all the 'get 200 points as fast as you can'-type mini-challenges. And completing challenges unlocks yet more action.

PSM RECKONS *Looking good. And best of all, it plays better than full-size* TIF *and the controls stripped back to bare essentials, resulting in a game that feels fast, responsive and fun. Of course, PSP* PES *is what we want, but this surprisingly snappy game will more than do in the meantime.*

//BEST OF ALL, IT PLAYS BETTER THAN TIF, FEELING FAST, RESPONSIVE AND FUN//

GETTING BETTER ALL THE TIME: When we first played this back in November, it was a bit ... clumsy, with players moving in leaps and bounds. Now it's ... well, it's still a bit clumsy, with players moving in leaps and bounds. Hmm.

MINI ADVENTURE: The high-scoring minigames add a welcome variety to *World Tour Soccer*.



LIFE 465/500
013/025
Item
ダンボールB
Information
装備中、敵の視界に入っても見つからない。
The MONEY SHOT
Die-hard MGS fans will be delighted to see the return of the cardboard box as a card. Play it, then shuffle about like an orange. Ah.
EQUIP
MOVE
SOCOM CLOSER: Snake plans a quick SOCOM blast to the kneecaps.

STRAIGHT AND ARROW

Moving around in *Metal Gear Acid* is a slow and turn-based business. Different cards let you move a different number of spaces. From your start position, you drive an arrow across the ground, using points up for each square you move. At the end of the move, you choose whether to crouch or lie down and which direction to end up facing in. This means that if you make a mistake, leaving Snake exposed, you can do nothing about it as a guard runs up and creams him. This can get very, very annoying, to put it mildly.

STARTY PANTS: At a level's start you have to move for ages before you see anything.

CLOSE CALL: The camera makes things look good but what's around that corner, eh? EH!?

PS2 MGS TRIP

METAL GEAR ACID

"Snake? Come in? Do you have Mr Bun the baker? Snake? Snaaaaake!"

DETAILS

Developer: Konami
Publisher: Konami
Players: 1-2
Memory Save: 336kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Sequel | Board game | Hard | Addictive

TRIVBURST

- UK and US versions include a two-player wi-fi link-up mode.
- Use special moves from famous *Metal Gear* characters such as Revolver and Ninja.

PUBTALK

The smart arse thing to say down the boozer.
"Hideo Kojima was only the Creative Director on this. It was Produced and Directed by Masahiro Hinami and Shinta Nojiri. That's why."

When Sony announced PSP, we were excited. When they announced that Konami were working on a PSP exclusive version of *Metal Gear* we were ecstatic. When we were told that it was a card-based, turn-operated action-strategy game... Well, we were *bemused*. Behind a strained outward smile, that is.

It works like this. You are Snake (and later Teliko) and you must infiltrate areas (in the familiar way) either silently killing or avoiding enemy guards. Each area has a start and an exit which you must reach and as you go, you reveal more of the (typically mad) plot. What will take you by surprise is that in order to move, kill, hide, *anything* you have to play a *card* from your deck. Cards are either weapons or special moves, or can simply be given up in exchange for moving paces across the grid-like world. Move five spaces towards a guard then play a SOCOM in order to cap him. Or play a Ninja card to do a deadly slash and run away. It's all about using cards in the right sequence to get the most from them. After your go, the attention switches to your enemies who play cards from their decks, swiftly moving around, or simply passing and staring stock-still at your escape point. It's easy to pick up and – once you've learnt the points system which determines how many moves you're going to get per turn – surprisingly obvious.

Problems come with the in-game camera that never shows you enough of the area for you to make a proper decision. And should you head off in the wrong direction, back-tracking can take ages. You move... They move... You move... Etc... Much of the game is groping about, getting discovered and murdered then repeating your exact series of moves until you're back where you can try something else. Games are, unfortunately, repetitive and slow.

The worst moments are when you're left cowering behind a wall, waiting turn after turn to be dealt a 'stun-grenade'. Of course, this isn't in the spirit of the game but, after ballsing it up ten times previously, you're in no mood to take any risks.

It's a clever game that could surprise *MGS* fans. If it'd just tightened things up, it would have been even better. **Daniel Griffiths**

■ *Acid is available to import now.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Logical, well planned and easy to pick up. – Like playing *MGS* through boxing gloves.	+ Sharp, series-faithful looks. Neat anime-style movies. – Basic construction. Dull textures. Samey.	+ Great CD-quality music. Full of familiar FX and tunes. – No speech in any cut-scenes or codecs.

LIFESPAN
It's fairly sizey but, as with all *MGS* games, there is a conclusion and there's little more fun you can have once you've reached it.
MINUTES — YEARS

IT'S BETTER THAN...
TRAIN SIM DENSHA DE GO!

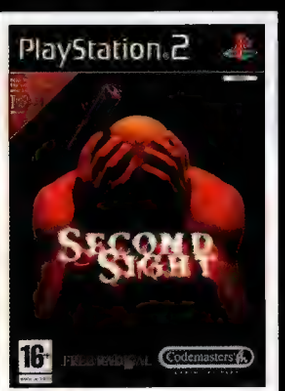
IT'S WORSE THAN...
APE ACADEMY

If you're a massive fan you'll get some fun from this (while cursing the daft things they did wrong). If you're not into *MGS*, go hide in an up-turned orange box and wait until it goes away.

65

2 GAMES FOR £30

Virgin megastores
virgin.com/megastores



SECOND SIGHT PS2

THE SIMPSONS HIT & RUN PLATINUM PS2

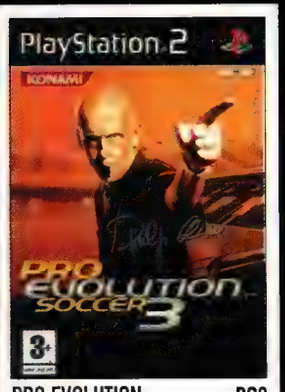
METAL SLUG 3 PS2

ROBOTECH INVASION PS2

MANHUNT PS2

NEED FOR SPEED UNDERGROUND PLATINUM PS2

DYNASTY WARRIORS 4 XTREME LEGENDS PS2



PRO EVOLUTION SOCCER 3 PS2

SONIC HEROES PLATINUM PS2

MEGASTORES VS BOREDOM

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PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge.

TOP FIVE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 2
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

PLATFORMERS

1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. BEYOND GOOD AND EVIL
4. MAXIMO
5. RAYMAN 3: HOODLUM HAVOC

FOOTBALL

1. PRO EVOLUTION SOCCER 4
2. FIFA 2003
3. LMA MANAGER 2004/2005
4. RED CARD SOCCER
5. THIS IS FOOTBALL 2005

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
ARMORED CORE 2: ANOTHER AGE	Metro	24	56%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR X2: RELOAD	Zoo Digital	57	66%	
GUMBALL 3000	SCi	29	73%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	Acclaim	53	59%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN 2	KOEI	20	66%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED	Empire Int.	51	79%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

ROLE-PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

SHOOT-EM-UPS

1. GRADIUS V
2. STAR WARS: JEDI STARFIGHTER
3. METAL SLUG 3
4. KILL.SWITCH
5. TWISTED METAL: BLACK

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

4X4 EVOLUTION 2	36%
18 WHEELER	36%
AIR RANGER RESCUE HELICOPTER	24%
ALPINE RACER 3	31%
ARMY MEN: GREEN ROGUE	18%
ATLANTIS 3: THE NEW WORLD	19%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	34%
CATWOMAN	30%
CAT IN THE HAT, THE	27%
CHARLIE'S ANGELS	14%
CRASHED	31%
CURSE: EYE OF ISIS, THE	24%
CYCLONE CIRCUS: POWER SAIL RACING	40%
DAVID BECKHAM SOCCER	24%
DISNEY'S DINOSAUR	35%
DNA: DARK NATIVE APOSTLE	37%
DONALD DUCK: QUACK ATTACK	29%
DRAGON'S LAIR 3D: SPECIAL ED	27%
ETERNAL RING	35%
EX ZEUS	30%
EVIL TWIN: CYPRIEN'S CHRONICLES	30%
FIGHTBOX	11%
FLINTSTONES, VIVA ROCK VEGAS	13%
FRANK HERBERT'S DUNE	22%
FROGGER BEYOND	35%
GAUNTLET	32%
GELEBRITY DEATHMATCH	33%
GODAI	28%
GO GO COPTER	37%
GO GO GOLF	15%
GRADIUS 3 & 4	29%
HIDDEN INVASION	21%
HUGO BUKKAZOOM	17%
INTERNATIONAL LEAGUE SOCCER	07%
IRON ACES 2	17%
JET ION GP	07%
KIDZ SPORTS: BASKETBALL	39%
KNIGHT RIDER	27%
LAKEMASTERS EX	36%
LARGO WINCH: EMPIRE UNDER THREAT	17%
LONDON RACER 2	43%
MARY-KATE AND ASHLEY:	
SWEET 16 LICENSED TO DRIVE	33%
MUSIC MAKER	23%
POLAROID PETE	38%
POWERDROME: RACE OF CHAMPIONS	22%
POWERPUFF GIRLS, THE	39%
PRYZM: THE DARK UNICORN	45%

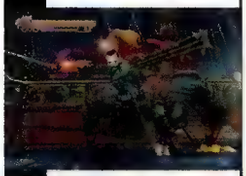
TOP FIVE

ANDY'S FAVOURITE GAMES OF ALL TIME

1 SILENT HILL 2
Intelligent, atmospheric, tense, well-written and *leaking* with style.

2 DEUS EX
Heaven for FPS fans and RPG spods, of which I am both. Thought-provoking genius.

3 GTA3
The smallest and simplest, but still the best. Liberty City is an absolute joy to explore.



4 ONIMUSHA 3
Reno and a samurai kick the shit out of *ten million demons*. What's not to like?

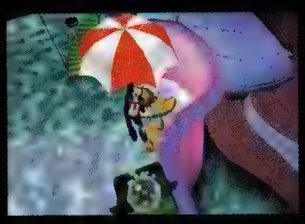
5 SOUL CALIBUR 2
The scrapper's choice. Fluid, balanced, lovely-looking and a lasting challenge. Flawless.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR	Codemasters	50	83%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA HOOPZ	Midway	07	70%	
NBA STREET VOL2	EA	35	85%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIGLET'S BIG GAME	Gotham Games	39	60%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT: SNOWBLIND	Eidos	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
RISK	Atari	52	64%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARLORDS	Midas	08	46%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS	Midway	21	60%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHADOW OF ROME	Capcom	58	85%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR PARTY	Sony	55	85%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	

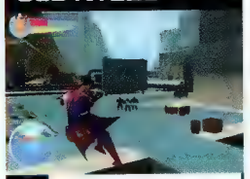
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION	23%
SUNNY GARCIA SURFING	21%
SUPERCAR STREET CHALLENGE	36%
SURFING H3O	28%
SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE	08%
TETRIS WORLDS	32%
TERMINATOR 3: RISE OF THE MACHINES	15%
TOP ANGLER	22%
TWIN CALIBER	37%
WARRIORS OF MIGHT & MAGIC	24%
WDL WAR JETZ	28%
WHIRL TOUR	30%



TOP FIVE

RUBBISH SUBTITLES



1. SHADOW OF APOKOLIPS (S'MAN)
2. WRATH OF CORTEX (CRASH B'COOT)
3. DUELLISTS OF THE ROSES (YU-GI-OH)
4. TRUCK ME HARDER (BM TRUCKERS 2)
5. FUTURE PERFECT ('SPLITTERS 3)

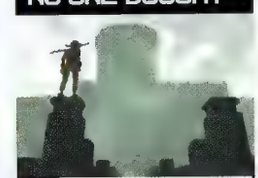
COMIC BOOK HEROES

1. SPIDER-MAN (SPIDER-MAN 2)
2. JUDGE DREDD (DREDD VS DEATH)
3. X-MEN (WOLVERINE'S REVENGE)
4. THE HULK (ER... THE HULK)
5. BATMAN (BATMAN VENGEANCE)

EYETOY

1. SEGA SUPERSTARS
2. EYETOY PLAY
3. MONKEY MANIA
4. EYETOY PLAY 2
5. U-MOVE SUPER SPORTS

GREAT GAMES NO-ONE BOUGHT



1. ICO
2. VIEWTIFUL JOE
3. PRINCE OF PERSIA: SANDS OF TIME
4. METAL GEAR SOLID 2: SUBSTANCE
5. MANHUNT

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER	Midway	14	79%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: SUPER BOMBAD RACING	Activision	11	45%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	75%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2003	Sony	28	74%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TI GER	EA	29	50%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001-2002	Take Two	18	48%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA COP: ELITE EDITION	Acclaim	30	44%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WEAKEST LINK, THE	Activision	16	60%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS BLAST	SCEE	21	57%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

A WORD OF WARNING FROM MR CAPCOM:

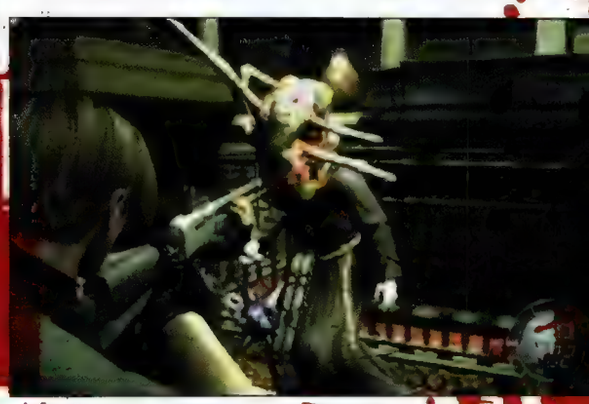
The men of Capcom have asked us to point out that the screens you see around these pages are from the excellent Gamecube version of the game – available in stores NOW! This is because – despite announcing the game on PS2 and getting everyone very excited – they're not allowed to talk about the PS2 version yet. So, if you want to play it RIGHT NOW then go get yourself a copy on Gamecube. Can't face buying a console that looks like a child's handbag? No worries... Resi 4 is out on PS2 this Summer.

EVIL LIVES!

21 REASONS WHY RESIDENT EVIL 4 IS THE WEIRDEST (AND JUST MAYBE THE BEST) GAME... EVER!

You've played the other *Resident Evils*, you've waited for that door to open, you've been told 'there's nothing of interest here' and you've decided that 'yes, you will take the shotgun shells'. But have you been chased by a giant stone midget? Kicked a man headless? Or been felt up by tentacled dog? Yeah, it's fun isn't it? And very, very weird... Well there's all that and much, much more in *Resident Evil 4*, the most terrifyingly mind-mental, pensioner-punching game of the year – and coming to a PlayStation2 near you, this year.

1



THE LASER POINTER!

Not only are they perfect for being a dick at a multiplex, but laser pointers develop a whole new level of usefulness when they're attached to a pistol/shotgun/machine gun. It means you'll never miss your target! Shoot cows, chickens, priests and farmers safe in the knowledge that not a single shell will be wasted.

2

DOCTAH JOHNES!

You get to go on a mine cart ride! It's just like Indiana Jones and the Temple of Doom, but instead of Short Round screaming 'slick shoes' in your face (or was that the Goonies?) you get to share your ride with a man covering his face with a sand bag and carrying a chainsaw, trying to give you a cheap facelift with his, ahem, massive tool. Still, it's better than travelling on Virgin.

3

BOOBY TWAPS!

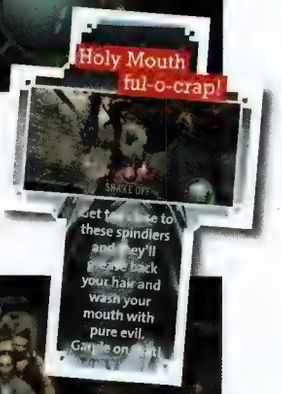
The opening forest area is littered with booby traps, so be wary of spring-loaded pincers, falling boulders and explosive trip wires, all of which can cause more damage to a man's skin than Michael Jackson's plastic surgeon. But here's some news to turn that frown upside down – you can lure the Countryside Alliance into them. They're getting killed by their own traps! And in the most painful, horrible fashion imaginable. If that isn't irony, then surely it should be!

A KICK TO THE NETHER RE-GENS

Code Veronica had its Hunters, *Resi Zero* had its albino chimps but *Resi 4*'s monster-de-resistance is the Regenerator – a big blue jelly baby with a mouth the size of sleeping bag. Their particular brand of evil manifests itself in a desire to plunge their razor sharp teeth into Leon's neck and rip out a mouthful of sinew and bloody tendon, which they manage to achieve by grabbing him with a huge rubber hand on the end of an elasticated arm. What compounds Leon's problem is that these Regenerators get their name by being able to grow back any appendages that he choose to blast off. And to cap it all off they chuckle – like, all the time. Not in a friendly uncle way, but more like a menacing uncle that wants to kill you, with a bit of ethereal reverb mixed in as well.

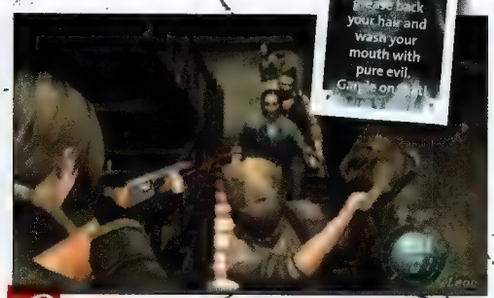
4 IS THE SCOPE CATHOLIC?

A sniper rifle made a brief appearance in *Code: Veronica*, but in *Resi 4* it's taken its coat off and makes itself at home. And what do a telescopic sight and high powered rifle add up to? Long range headshots, that's what! And they are *soooo* choice. Find your target, remain calm, then squeeze the trigger – and the head will pop like a balloon full of offal.



5 TREE-MENDOUS

There's a huge troll like creature, who's obviously got the hump as he missed out on a role in the Lord of the Rings film (damn that Sean Bean!) and he's trying pummel Leon into fine powder, which he can then use to make bread. So does he use his huge fists, each the size of VW Lupo? No. Instead he rips up a tree and uses it like a bat!



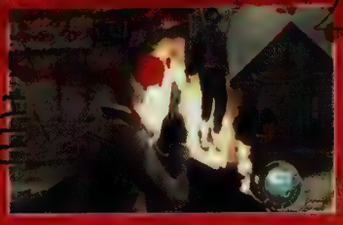
6 HACKY SACK

Out of all the villagers, there's one guy you have to pay special attention to. You should be able to spot him – he's got a sack on his head and he's carrying a chainsaw. If you don't spot him he'll creep up and use the motorised blade to rip through Leon's pale neck, ending the game in the most bloodily spectacular way.

7 PAY ATTENTION

Resi is such a demanding game, you can even die in the cutscenes. If you were hoping for *Metal Gear*-size opportunities to make tea, build a ship out of matches or simply have a quick nap, you're sweet out of luck. Blink for too long and you'll get hit by a falling boulder or lose an eye in a knife fight. If you've got the reflexes of a sandwich, you'll be waking up dead every five minutes.

A PEASANT DAY OUT



The opening section of *Resident Evil 4* is set in a quaint forest village which is neatly tucked under a woodland canopy and nestled snugly among the littered leaves. It's inhabited by a tightly-knit community of women, men and even older men. Presumably all the youngsters are off at agricultural college. Everyone left chooses dress to suit their [illegible], much like Take That did for the Everything Changes single, with lots of 'grandad shirts', practical head wear and autumnal colours. Very sensible. What's marvellous about these people is the way pull together and work selflessly to achieve one collective goal: tearing Leon's head off and then, presumably, defecating down the gaping neck wound. The Countryside Alliance could learn a lot from this bunch.

8 OVEN READY

The bad guys are so keen to catch Leon out and surprise him that they hide in ovens— in big, fiery hot ovens, that are for cooking. That's their best hiding place? An *oven*? We're still discussing whether that's complete genius or [illegible]

9 TWEET CRUNCHIES

One enduring memory of the first *Resident Evil* was getting attacked by crows. They were merciless, ripped into your health and were impossible to shoot. Now it's payback time! Find one that's perched, creep up quietly and let that gunshot ring out like a bell. You'll be rewarded with treasure and a strong sense of closure.

HEAD, SHOULDERS, KNEES AND TOES. AND THE FACE AS WELL.

While specific reactions to shots to different body parts isn't something new in the world of digital entertainment, no other game does it like *Resident Evil*. Imagine this – you're stuck in a corner and an old man approaches you menacingly with a raised pitchfork. There's a glint in his eye that pensioners only get in two situations. The first is when they're one number away from a full house. The second is when they're in the mood to kill. Here's a few ways to deal with this particular shambling old-timer until he's in the grave that he's long overdue visiting.

SHOT TO THE HAND

Crack! The fingers splinter, Captain Birdseye drops the hatchet and cries out in anguish – Gah! That was his wanking hand. You've ruined the old bat in Last of the Summer Wine for him.

SHOT TO THE LEG

Father Christmas' leg is cracked away from beneath him, causing him to stoop as though he just dropped his Werther's originals in among the leaves.

SHOT TO THE MIDRIFF

Doesn't seem to bother Uncle Albert that much. Takes it like Houdini used to take one to the stomach. Maybe he's harder than we thought.

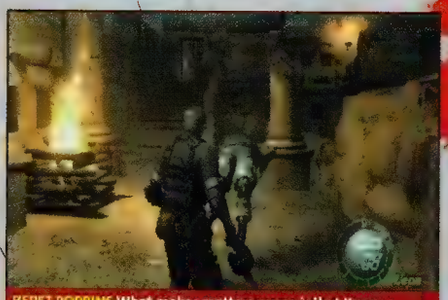
SHOT TO THE FACE

Dickie Attenborough snaps his head back, clutching his eyes, while making a sound like Grandpa Simpson makes when he stubs his toe.

"RASPBERRY BERET, I THINK I LOVE HER..."

BERET GOOD Look, he's got some red face paint on. The camoflauging is incredible - he's almost invisible

BERET ACROSS THE MERSEY He's armed with grenade and a machine gun, but it's his huge feck-off knife that really hurts



BERET POPPINS What makes matters worse is that Krauser (that's his name) is so fast he's incredibly hard to hit.

BERET CHRISTMAS If he gets too close, Leon has to go to extreme measures to protect his wind-pipe.

Most of the boss battles that have featured in the *Resi* games were against huge mutated monsters – quite often giant versions of nightmares of nature – a snake, a spider, a man with a large sinister mac. *Resident Evil 4*, however, introduces the face-off against a superhuman soldier, capable of sucking up bullets like a wet towel, moving at the speed of light and leaping tall buildings like Wonder Woman. It might not have the nauseating factor that comes with fighting a mutated ball of slime and teeth, but the challenge of avoiding being shredded to ribbons by a half-naked beret-clad man is the hardest and most terrifying in *Resi* history.
Feel the fear.

10 SEEN BUT NOT NERD

Do you like collectable figures? *Resi 4* has got them. Just complete any shooting gallery challenges scattered about and add to your collection. You can spin them around and then hear them make noises. Wow, eh?

11 TO VPL AND BACK

Leon's mission is to find the US President's daughter, Ashley, who's been kidnapped. Once found she needs escorting around the place, which can become tiresome. But to brake up the monotony you can position Leon in a certain so you can try to look-up her skirt. (What!? We're just curious.)

12 LOAD OF LOAD HALL

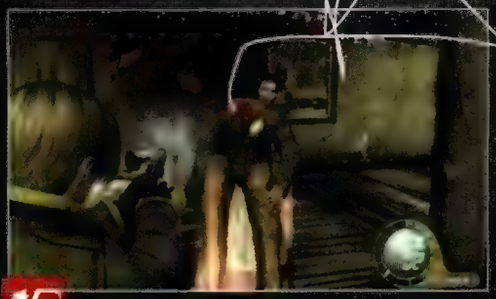
It's fun to reload... it really is. All the animation in *Resi 4* is truly special, but watching Leon fill the chambers of his .45 magnum is poetry in motion. His hand speed, the care taken and sheer finesse is outstanding. It's like mime – every small movement has a meaning and significance. Except that everyone that isn't mental loathes mime artists with a passion bordering on psychotic.

13 EARLY BLOODBATH

Sure, it's fun watching mad monks and villagers explode into shower of shizzle, but it's also entertaining watching Leon get ripped apart. At various points of the game Leon gets a spiked glove through the face, disembowelled, sliced apart at the hips and shredded by power tools. But he's young, he'll bounce back.

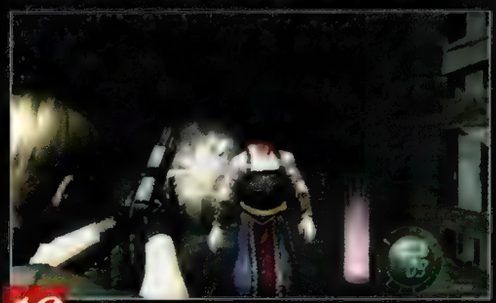
14 TWO FOR A POUND

One of the most intriguing characters in *Resident Evil 4* is the merchant. It seems that the Evil Priest is more than happy for the hooded hawker to trade on his land, which is odd as all he sells is evil-destroying ammo and guns. Even odder is his accent, which seems to be a mix of Cockney, Aussie and... *Pirate?*



15 HEADS UP! (PART 1)

What makes *Resi 4* such a joy to play is that every time you see a bad guy you have the chance of a headshot. They were always the most satisfying moments of the old *Resis*, but here they happen every 10 seconds. A shotgun, some careful aiming and you get a short pyrotechnic celebration of brain jam. Beautiful.



16 HEADS UP! (PART 2)

The other great thing about headshots, apart from the satisfying sound and sight, is the fact the victim takes a while to notice that they're dead. They keep going for a bit, finish climbing through the window or staggering towards Leon like a hideous Worzel before realising their face is missing and crumple to their knees. Bless 'em!

17 FEEL THE BURN

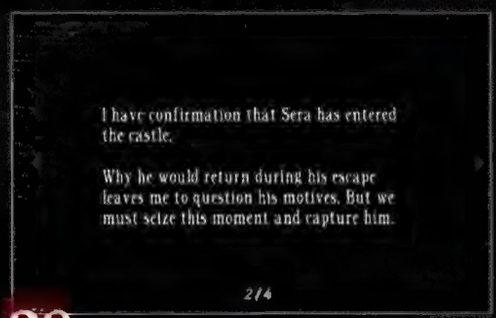
Another endearing quality that the villagers have is carelessness with naked flames. If they're carrying a flaming torch, all it takes is one careful shot and they'll set themselves on fire! If that doesn't bring a smile to your face then you don't deserve any happiness in your life.

18 EVIL DROPPINGS

In the old *Resi's*, ammo was scarce. In *Resi 4*, though, every other bad guy you drop leaves a gift of money, health or ammo, which means the game becomes a self-perpetuating ball of death. Even the dogs carry shotgun shells, which proves what a rough place it is.

19 THE BIGGEST MIDGET IN THE WORLD!

One of the main bad guys in the game is this vertically challenged boy, who, to compensate for his lack of inches, has created a huge statue of himself. In one part of the game, this statue comes to life and chases Leon – so you get chased by a giant stone midget. We never thought we'd ever get to write 'giant stone midget' but, like we said, *Resi 4* is a strange game.


I have confirmation that Sera has entered the castle.
Why he would return during his escape leaves me to question his motives. But we must seize this moment and capture him.
2/4

20 FINDING MEMO

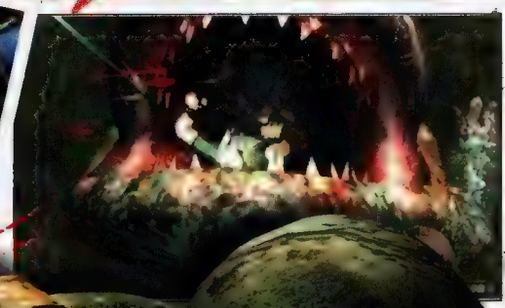
Resi has always had memos to find, offering clues and exposition. What makes *Resi 4*'s unique is they refer to events that happened just five minutes ago. Say you beat one of the big bad guys. Well, someone has the presence of mind to put pen to paper, but never delivers it! It's like you're being watched all the time!

21 SHAKE, RATTLE AND TROLL

To escape beasties, the game tells you to waggle the stick to 'shake off' said monster. Shake off?! How casual is that? You 'shake off' a cold. You 'shake off' snow. You 'shake off' pee-pee from your Johnson. But you don't shake off a demon. Rip or wrestle maybe. Not shake.

BOSS BROS

Every single boss in *Resident Evil* is a real piece of work. There's mutant fish which swallow you whole, a scorpion type thing that's just generally nasty and village chief that keeps a terrible secret underneath his long coat. Each is sublimely animated and mesmeric to watch, so much so that you'll be in two minds whether to shoot or simply applaud. Nah, scrap that – you'll just shoot.



QUICK TIP: NEO CONTRA TO GET 19 LIVES, TAP IN ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 AT THE TITLE SCREEN.

PRO-TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

94 METAL GEAR SOLID 3

Is Snake proving just that little bit too solid for you? Ease your pains with this, the most comprehensive guide to *MGS3* that you'll ever see. Ever.

102 GRAN TURISMO 3

You're nothing in *GT3* without a whopping collection of cars. Dive in and learn how to unlock every motor in God's own driving sim.

106 PRO DOJO

The competition's hotting up over in the Dojo. Get your results seen in the mightiest of all high-scoring contests. Crush all who stand before you. Crush them like bugs.

Lost in a forest of gaming confusion? Take the tips machete and hack your way to freedom.

TIP OF THE MONTH

IN A SPOT OF TROUBLE AND STRIFE? TAP THESE IN FOR AN EASY LIFE

GTA: SAN ANDREAS

TAXIS HAVE NITROUS AND USE L3 FOR BUNNY HOP
While playing a game, press ↑⊗△⊗△⊗□R2→. If you entered the code correctly, a message will appear.

AIM WEAPON WHILE DRIVING
While playing a game, press ↑↑□L2→⊗R1↓R2◎. If you entered the code correctly, a message will appear.

TRAFFIC IS FAST
While playing a game, press ↑L3R3↑→↑⊗L2⊗L1. If you entered the code correctly, a message will appear.

REDUCE TRAFFIC
While playing a game, press ⊗↓↑R2↓△L1△←. If you entered the code correctly, a message will appear.

GANGS CONTROL STREETS
While playing a game, press L2↑R3R1←R1R1R2→↓. If you entered the code correctly, a message will appear.

INFINITE LUNG CAPACITY
While playing a game, press ↓←L1↓↓R2↓L2↓. If you entered the code correctly, a message will appear.

SPAWN A BULLDOZER
While playing a game, press R2L1(2)→(2)↑(2), ⊗L1←. If you entered the code correctly, a message will appear.

FLYING CARS
While playing a game, press ↑↓L1R1L1→←L1←. If you entered the code correctly, a message will appear.

SUPER JUMP
While playing a game, press ↑(2) △(2), ↑(2) ←→◎, R2 (2). If you entered the code correctly, a message will appear.

SPAWN A HOVERCRAFT
While playing a game, press △(2) □◎⊗L1L2↓(2). If you entered the code correctly, a message will appear.

SPAWN A QUAD
While playing a game, press ←(2) ↓(2)↑(2)□◎△L1R2. If you entered the code correctly, a message will appear.

SPAWN A HYDRA
While playing a game, press △(2)□◎⊗L1(2)↓↑. If you entered the code correctly, a message will appear.

MAXIMUM MUSCLE
While playing a game, press △↑(2), ←→□◎←. If you entered the code correctly, a message will appear.

MAXIMUM FAT
While playing a game, press △↑(2), ←→□◎↓. If you entered the code correctly, a message will appear. Note: This will reduce the muscle stat to zero.

NO FAT OR MUSCLE
While playing a game, press △↑(2), ←→□◎→. If you entered the code correctly, a message will appear.

DEADLY VEHICLE
While playing a game, press L1L2(2), ↑↓(2), ↑R1R2(2). If you entered the code correctly, a message will appear. Any vehicle driven will become invincible and has the ability to destroy anything it touches.

MASSIVE BUNNY HOPS
While playing a game, press △□◎◎□◎◎L1L2(2), R1R2. If you entered the code correctly, a message will appear. Get a BMX bike and bunny hop to travel massive distances.

SPAWN MONSTER TRUCK
While playing a game, press →↑R1(3), ↓△(2), ⊗◎L1(2). If you entered the code correctly, a message will appear.

SPAWN PARACHUTE
While playing a game, press ←→L1L2R1R2(2), ↑↓→L1. If you entered the code correctly, a message will appear.

SPAWN STUNT PLANE
While playing a game, press ◎↑L1R2↓R1L1(2), ←(2), ⊗△. If you entered the code correctly, a message will appear.

BEACH PARTY
While playing a game, press ↑(2), ↓(2), □, ◎L3R3△↓. If you entered the code correctly, a message will appear.

DEATH BY DEGREES

PLAY AS ANNA WILLIAMS
Successfully complete the game to unlock Anna mode. In Anna mode, weapons and healing items only appear when dropped by enemies. Additionally, there are no save locations during the first time through Anna mode.

THE PUNISHER

CHEAT MODE
Get a gold medal rank on the indicated level to unlock the corresponding cheat in an apartment sub-menu. Note: You cannot progress in the game if any cheats are enabled.
Crazy Deaths: Lucky's Bar
Gun Splitters: Crack House
Infinite Ammo: Pier 74 Revisited
Invulnerability: All levels
No Reloads: Stark Towers
One Shot Kills: Ryker's Island
Infinite Slaughter: Takagi Building

COMIC COVERS
Successfully complete challenge and punishment modes to unlock all covers.

PLAYBOY: THE MANSION

EVERYONE REMAINS NAKED
At the "Press Start" screen, press ⊗(3), □△◎△□⊗(3). Go get perving!

RATCHET & CLANK 3

UNLOCK DAN
Enter the "Edit Profile" screen, then hold L2 and press →(4), ↑→↑←

UNLOCK NEFARIOUS:
Enter the "Edit Profile" screen, then hold L2 and press ↑(3), ←→↑←↑.

UNLOCK OLD SCHOOL RATCHET:
Have a saved game from Ratchet And Clank on your memory card to have the you have the Old School Ratchet skin available at the Phoenix Starship weapon vendor.

SQUAT COUNT:

tips

SHADOW OF ROME

ART GALLERY
Achieve a 'Bronze' rank on all normal events to unlock the art gallery.

UGLY DUCK FLING MINI-GAME
Achieve a 'Bronze' rank on all hard events to unlock the Ugly Duck Fling mini-game.

SURVIVAL MODE
Achieve a 'Silver' rank on all normal events to unlock this one.

LABYRINTH ARENA
Achieve a 'Silver' rank on all hard events to unlock the Labyrinth arena.

THE GREAT ESCAPE MINI-GAME
Achieve a 'Gold' rank on all normal events to unlock this one.

ALTERNATE COSTUMES
Successfully complete all gladiator challenges to unlock a gorilla costume for Agrippa. Additionally, keep buying items from merchants to eventually unlock various costumes and hair for Octavianus (Onion Head, Panda Outfit, Splitting Headache and Invisible Suit).

Highlight the "Stats" option at the main menu, then press ↑↓←→Ⓡ. The number of times you have squatted on an opponent in multi-player mode will now appear on the stats screen.

ALTERNATE QUARK COSTUME:
Press ↑(2), ↓(2), ←→◎(2), Ⓡ in any Quark Vid-Comic. Alternately, press ↑(2), ↓(2), ←→◎Ⓡ(2) in any Quark Vid-Comic.

DOUBLE BLADED LASER WEAPON:
Pause game play, then press ◎Ⓡ◎Ⓡ↑↓←(2). The wrench will be replaced with a double bladed laser. Note: This code is revealed on the demo disc's Captain Quark mini-comic game after all the tokens are collected.

SLY 2: BAND OF THIEVES

DEMO:
Hold L1 + L2 + R1 + R2 at the title screen.

BONUS WEAPONS:
Have a saved game from *Ratchet And Clank: Going Commando* on your memory card to have the Lava Gun, Bouncer, Holoshield, and other weapons available to be purchased. Successfully complete the game to get Mega versions of the weapons currently in your inventory from any vendor. The RY3NO will also be available from the first vendor on Planet Florana.

CHEAT OPTIONS:
The following cheat options are unlocked at the indicated skill point level.
Big Head *Ratchet and Clank*: 5 skill points
Time Freeze: 10 skill points
Secret Agent Clank: 15 skill points
Big Head AI: 20 skill points
Ships to Ducks: 25 skill points
Mirror Worlds: 30 skill points

INSOMNIAC MUSEUM:
Go to the teleport pad in Metropolis between 3:00 a.m and 3:59 a.m., or at any time if all trophies are collected. Use it to reach the Insomniac Museum. The museum contains various pictures, concept art, comics, design concepts, and more.

FREE BOLTS:
At Starship Phoenix shoot the monkey at cpt room and get a free bolt

BONUS SKINS:
The following skins can be used in single player mode.
Brainius: 6 Titanium Bolts
Bugnoid: 6 Titanium Bolts
Constructobot: 6 Titanium Bolts
Robo: 5 Titanium Bolts
Robo Rooster: 6 Titanium Bolts
Snowman Skin: 6 Titanium bolts
Trooper: 5 Titanium Bolts
Tuxedo Ratchet: 6 Titanium Bolts

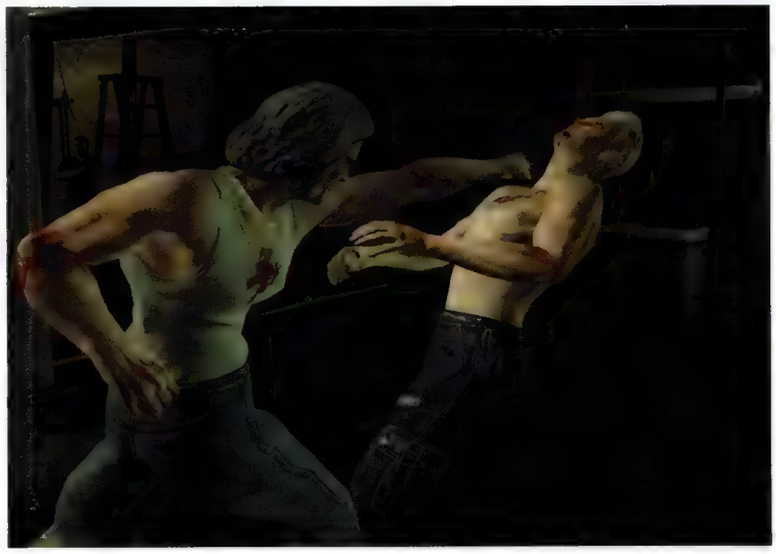
TROPHIES:
Annihilation Nation:
Win all challenges in the Annihilation Nation.
Friends Of The Rangers:
Successfully complete all the Ranger Battle missions.
Nano Finder: Get 200 Nanotech in challenge mode.
Omega Arsenal: Upgrade all weapons to their Omega versions.
Skill Master: Get all 30 Skill Points.
Titanium Collector: Collect all the Titanium Bolts.

MAP O MATIC:
Complete every Galactic Ranger level to get a Trophy and a Map O Matic. The new and improved Map O Matic shows the locations of Crystals, Gadgetrons, and secrets. Neat-o.

FIGHT CLUB

UNLOCK HIDDEN CHARACTERS
Abraham Lincoln: Complete Arcade Mode as every character.
Fred Durst: Complete Story Mode.
Halo: Complete Arcade Mode as Fred Durst.
Richard Cheslar: Win at least 9 matches in Survival Mode

PLAY AS SKELETON
Go to member services and



ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

SHADOW OF ROME (M)

K0DA-MXE3-4YUCD
A2DK-33Z9-H4DN7

INFINITE HEALTH
Y2MU-JCQM-UF4YM
74KF-ZE49-NM771

MAX COINS
U6E2-WUR8-Y8KMC
FGY2-DPCU-BJQ3H

DISABLE AI
Press ←(3) Or →(3) to activate/disable
WM50-ZWPV-G6070
XM2P-T2WK-H6W49
T8KC-X7D4-PT5GB
4MAF-Y5RM-VBRF5
UD22-NGK6-2457X

UNBREAKABLE WEAPONS
7JWU-RYTK-72R68
5HTH-7B3V-FGR9V
TGAE-AGN1-D7Z91

CALL OF DUTY FINEST HOUR (M)

QG9P-N5T8-7W47D
TNQC-GBPA-Z36H0
CG84-DUPW-WINUC
VFE7-FK9B-M32EA
TVUG-RXH7-Z7HPD

SINGLE PLAYER CODES
6J4G-NWRB-H9WX9

DISABLE DAMAGE
CE42-N4Q8-Y99CM
AYNH-2BVT-AN1FM
Y1M4-GT41-V7J5E
5MXT-J6KY-RJJUG

INFINITE AMMO
9T70-72YQ-A12WD
TJPY-C8AY-80PVU
GQRZ-7BP6-71YH4

DISABLE AI
U1YW-VAFZ-H4178
AYNH-2BVT-AN1FM
M56A-3QR4-64URZ
6W5J-ZW00-R2ZZM

SPEED CODES (UK VERSION)
B3KZ-JGHX-4M66Z
8UQH-1851-EZQPC

QUICKER GAME
EQW6-1EW3-JNTYD
TJPY-C8AY-80PVU
T6JV-R0MP-0CYDD

CAPCOM FIGHTING JAM (M)

BXKP-8D34-RAJ1Z
YJ35-CHFQ-F5PWJ

PLAYER 1 CODES
KZT9-96M8-FQKNM

INFINITE HEALTH
Z5KR-Q1A4-ERND8
V41V-BEJ4-RVDUB

INFINITE POWER
C9K8-01DT-X3QBJ
N43J-9A77-9YZMG

PLAYER 2 CODES
Y38P-1YBY-B32C5

1 HIT KILL
A8X7-KVMZ-PV5E3
1WBP-18VH-A5NAB
Y7CU-7QZ7-EWHT9

NO POWER GAUGE
X0Q4-V41H-4EMH2
YE4U-DAAR-XKZ78

→(3) TO GROW
Press →3 To make your character grow
9TMX-G07U-DUR48
9RUK-FCVR-6614R
N91Z-VYZ5-G2FB7
4AKX-YP8Z-5Y790
Q45K-KJF4-RY7DA
XB3C-6VQ9-GATK6

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

THE GETAWAY: BLACK MONDAY(M)

29GW-0B79-KoKoG
HWWE-NC55-T2AK1
U2CG-29M8-N98VU

INFINITE AMMO (GUNS)
A670-802Y-RM6FG
BVUB-RJX1-YCUTF

FREEZE TIMER
→3+↑ to activate,
→3+↓ to stop
2XWA-EPJ8-73WUM
5BN4-N4XR-0W7ZJ
173Q-UU2E-VME32
WKX2-WGBF-3JCGG
ARHK-ZET5-CQ43D

SPEED CODES
3VC7-Z7RN-NCTZK

QUICKER GAME (SELECT+UP)
UNDN-78GG-W6H31
Y5XP-3K8X-3NPEM
W9FU-JJVB-C4J32

HYPER MODE (SELECT+UP)
8YGA-ZB8Y-YKCJY
PD5U-KTWR-5WA68
22U1-DYE2-4EMA1

CRAZY SPEED (SELECT+←)
QT60-K5GK-RP351
2RFJ-RDCR-JAP02
HE46-JGQX-RBV0R

NORMAL SPEED (SELECT+→)
NQ1T-21U2-83ZJE
6TPG-CATK-NDYPA
JZ64-NQR8-G2B9G

SLOW MOTION (SELECT+←3)
NT8Z-Q4CV-R14EG
B2P5-546E-BR6QX
ZQ08-FFD6-R53N5

INFINITE HEALTH
'Instant Kills' like exploding barrels still kill you.
VX2X-QV78-Y0KVA
P8RD-Y5A0-HKZ5G
Q3H0-HVMZ-M96W5

PRINCE OF PERSIA WARRIOR WITHIN (M)

QR4T-KW7F-DBR2Y
ME9Q-UHZH-AMTQV

INFINITE SAND
V7RF-YFJ8-KFUP8
20DX-PVB4-DQBUM

INFINITE HEALTH
VFC1-1Q0Y-Q6WQN
A1PK-NW9Q-W53YV

UNLOCK ALL EXTRAS
P85D-DG2Q-Z5GK2
FQ97-1C2P-2ET20

GRAND THEFT AUTO: SAN ANDREAS (M)

J936-6RNz-R5UH4
1UU5-D83Z-ABVJN
DMFZ-MCT8-E4Q8G

60 HERTZ MODE
Use the Screen position display on the menu to fix the screen
D5TG-JCWG-CH4T4
8C3C-T95W-3QKR9

INFINITE HEALTH
HWG8-XAJ3-E37TQ
TU40-0HVA-CHQVE
3X0P-09U0-9MMFC
PUA5-KJFF-AZFEZ

ALL TAGS SPRAYED
A4KR-AAX2-QJ0BX
BNMT-FGJ2-WH9TG

HAVE 50 HORSESHOES
ZBVC-7GZT-FY2VG
1QHK-MB1U-GXNGF

NEED FOR SPEED UNDERGROUND 2

FINDING HIDDEN SHOPS
Look at road signs around the city. They often have colored shapes (yellow triangles, etc.) to guide the way to the shops. Also, look for street-lights casting a colored glow. This indicates that there is a shop very close.

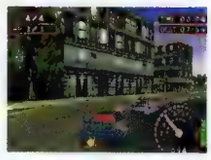
HOW TO UNLOCK UNIQUES WITH OUTRUN RACES
Hoods: 4 wins in stage 2
Performance choice: 9 wins in stage 4
Performance choice: 6 wins in stage 5
Performance choice: 3 wins in stage 3
Rims:6 wins in stage 3
Spoiler: 4 wins in stage 4
Vinyl: 6 wins in stage 4
Widebody kit: 11 wins in stage 5

HOW TO UNLOCK MAGAZINE COVERS
Auto Motor: get 20 wins in stage 5
AutoMaxx Magazine: get 16 wins in stage 4
Car Audio and Electronics: Get 6 wins in stage 3
Chrome und Flamen: Get 27 wins in stage 4
Elaborare: Get 3 wins in stage 4
GTI Magazine:get 11 wins in stage 3
GTI Magazine:get 16 wins in stage 3
Hot 4's: Get 18 wins in stage 3
Import Tuner: Get 4 wins in stage 5
Maxi Tuning: get 7 wins in stage 4
Power Magazine: Get 32 wins in stage 5
Spoiler: Get 11 wins in stage 4
Sports Compact Car: get 8 wins in stage 2
Street Car Magazine:get 2 wins in stage 3
Street Car Magazine:Get 9 wins in stage 5
Street Tuner:Get 34 wins in stage 5
Stuff Magazine:Get 20 wins in stage 4
Super Street:Get 28 wins in stage 5
Swiss Tuner Magazine:Get 25 wins in stage 5
Turbo:get 4 wins in stage 2

UNLOCKABLE CARS
Note: the order of unlocks might change slightly depending on which URL you pick first.
Audi A3, Acura RSX: Complete URL #6
Hummer H2, Hyundai Tiberon: Complete URL #2
Inifiniti G35 Coupe: Complete URL #9
Lexus IS300, Toyota Supra: Complete URL #4
Lincoln Navigator, Cadillac Escalade: Complete URL #1
Mazda RX-7: Complete URL #12
Mazda RX-8: Complete URL #8
Mitsubishi 3000GT: Complete URL #10
Mitsubishi Eclipse GSX, Audi TT: Complete URL #7
Mitsubishi Lancer Evolution VIII: Complete URL #14
Nissan 350Z, Ford Mustang GT: Complete URL #13
Nissan Sentra SE-R Spec V, Toyota Celica: Complete URL #3
Nissan Skyline GT-R R34: Complete URL #15
Pontiac GTO: Complete URL #11
Subaru Impreza WRX STi: Complete URL #16
Volkswagon Golf GTI: Complete URL #5

CODE EFFECTS
$1000 in career. RX-8 and Skyline in Quick Race: ←←→ⓐⓐ→L1 L2
$200 in career:↑↑↑←R1 R1 R1↓
All Circuit Tracks: ↓R1 R1 L1 L2 R2 L2 Ⓐ
Burger King vinyl: ↑↑↑↑↓↑↑←
Unlock All Bonuses: L2 R2 L1 R1↑↓→←
Unlocks A Hummer H2 Capone: ↑←↑↑↓←↓←
Unlocks the Best Buy car Vinyl: ↑↓↑↓↓↑→←

UPGRADE CODES
Enter the following at the start screen:
Unlock Performance Level 1: L1 R1 L1 R1←←→↑
Unlock Performance Level 2: R1 R1 L1 R1←→↑↓
Unlock Visual Level 1: R1 R1↑↓L1 L1↑↓
Unlock Visual Level 2: L1 R1↑↓L1↑↑↓



create a fighter, then enter the following as a name:

HOW TO UNLOCK PLAY AS A SKELETON:
Create a fighter and name him "Skeleton". Hmm. Obvious.

FIFA SOCCER 2005

UNLOCK

1000 GAME POINTS
Go to career mode, practice mode, jukebox, set pieces section, tournament mode and create tournament

10000 GAME POINTS
Become a 5 star manager, win EFA and Champions League

2000 GAME POINTS
5 game winning streak, beat a 5 star team, get a clean sheet

4000 GAME POINTS
Qualify for Europe career mode, play online

6000 GAME POINTS
Win a tournament, create a player, get a promotion, score a hat-trick, win a penalty shootout, win an international game, or win by more than five goals

8000 GAME POINTS
Complete a career

EASY GOAL FROM PENALTY
To score an easy goal from a penalty, just tap Ⓞ with no direction pressed. You will usually always score.

RESTORE PHYSICAL STATS
Save the game after finishing a career mode match. Quit, then reload the saved game and you will find the physicals stats of your players has been increased.

METAL GEAR SOLID 3

UNLOCK

BANANA CAMOUFLAGE
Get the highest record time in every stage of Snake vs. Monkey

COLT SINGLE ACTION ARMY
Choose the gun on the right during the final duel.

EXTREME DIFFICULTY MODE
Complete the game once

INTRO MOVIE ON TITLE SCREEN
Complete Virtuous Mission

MECHANIC UNIFORM
In Second Locker on Far Right in Groznjy Grad

MOSIN NAGANT
Defeat The End/MK22 only

MOSS CAMO
Defeat The End by sneaking up behind him during battle and pointing a gun at him.

SUITIN
Locker you put Major Raikov in (Second time you go to Groznjy Grad)
Stealth CamouflageFind and shoot all 64 Kerotan frogs

A real driving simulator...

...needs a real driving position

Argos

gameplay
THE GATEWAY TO GAMES

Gamester Race Pack - A full blown racing setup that packs into its own carry case. Features include: Adjustable Steering Sensitivity - Cruise Control - Fingertip Gear Change - Dual Format PS2/Xbox

GAMESTER

Gamester Race Pac for PS2 and Xbox
http://www.radicauk.com

GAME STOP! RUINED

No, seriously. Using this guide will spoil your enjoyment of *MGS3*, so *please* only dip into it when you're really stuck, or playing through second time and want to savour the – many – secrets you've missed. OK? Let's start with the basics...

"SNAKE BEATER"

METAL GEAR SOLID 3

Every secret, shortcut and solution – including boss strategies, crocodile hats, naked ladies, the Mosin Nagant rifle and 37 tricks they *don't* tell you in the instruction manual.

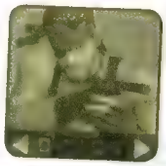
7 ESSENTIAL SURVIVAL TIPS ...WITH MAJOR ZERO

MAJOR ZERO

"Hello Snake, you're not going to last long in that jungle without brushing up on some survival basics. Some of these tactics were useful in *MGS2*, but seeing as that doesn't take place for another 40 years, we'll print them again. And don't go repeating everything I've just said then saying 'Got it' at the end! OK?

SNAKE

"No problem, sir... if you don't want me to repeat that I'm not going to last long in that jungle without brushing up on some survival basics, some of which appeared in *MGS2*, you just say the word. Major? *Major*? I'm having some problems with my recepti... oh. Got it"



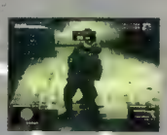
1 CQC MASTERCLASS

A working knowledge of Close Quarters Combat (CQC) can transform the way you deal with Alert situations. Instead of wasting minutes hiding in bushes firing wonky MK22 shots, you can storm through a pack of guards with split-second takedowns. How does it work? Follow out handy CQC decision tree below:

START

1 DIRECT THROW
Hold ◎ + analogue direction

This throw stuns guards instantly provided you've got a CQC weapon (like the MK22) equipped. Guards with riot shields are vulnerable, but harder to grapple. Ocelot's elite guards can't be thrown, mind.



2 GRAB
Hold ◎ – no direction

Snake wrestles a guard into a chokehold and uses him as a human shield. Be careful if surrounded by multiple guards, as they'll try to rescue each other. And don't squeeze too hard or (look left)...

3 SLIT THROAT
Press ◎ hard

Snake whips out his knife and slits the guard's throat. Lovely.

8 DRAG
Analogue stick

Use the left analogue stick to drag your captive around – allowing you to press them against electric fences or drag them into quicksand. Sick.

4 INTERROGATE
Hold L3

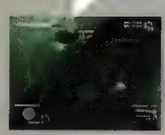
Tap and hold L3 to question the guard at knifepoint. If they resist, try again until they surrender vital info about their allies' location, hidden weapons and the frequency of special radio channels (that call off alerts, or boost your stamina).

5 CHOKE/SNAP NECK
Tap ◎ repeatedly

Tap the circle button to snap a guard's neck – adjust your intensity to either knock out, or kill, your captive.

6 SHIELD
Press ◎

Snake flips the guard in front of him as a human shield. You can then shoot in first person mode (press R1) as usual.

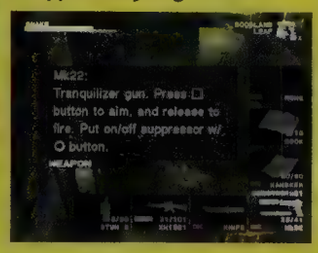


7 THROW AFTER CAPTURE
◎ + analogue direction

This tosses the guard onto the floor, making it easy to hold him up (see over the page) as he rises from the floor. Aim for his head. Or pants.

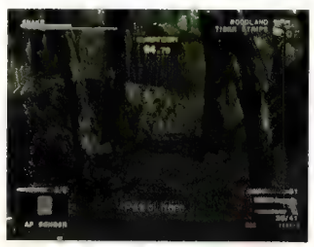
2 INSTANT RELOADS

Frustrated by reload times? Caught short in boss battles? Instead of waiting for lengthy reload animation cycles, simply double tap the R2 button to close and swiftly re-open your weapons menu. The gun will 'magically' appear in your hand fully loaded – invaluable when using slow, powerful weapons like the RPG against foes like The Boss, when you've only got a fleeting window of opportunity to get a shot in.



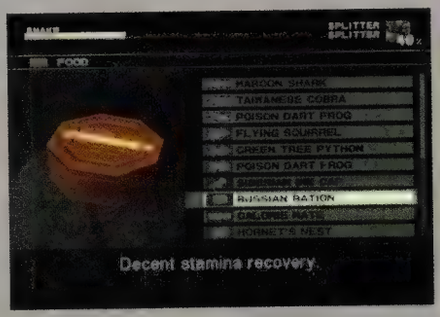
3 CAMERA TIPS

Don't forget to use the right analogue stick to maximise your field of vision with the external camera – especially when used in tandem with the sonar, when you *know* someone is there, but can't see them. The first person view might be superior, but you can't move if an enemy suddenly attacks.



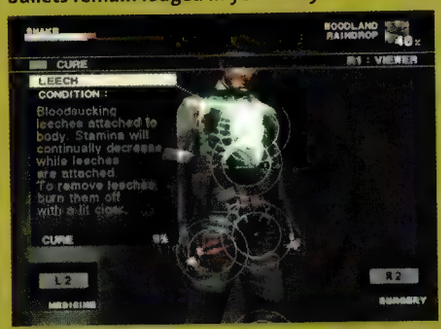
4 WHAT IS STAMINA?

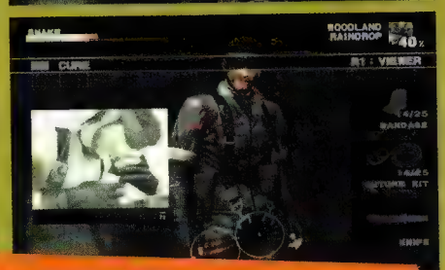
Maintaining Stamina – the thin grey bar on the top left – is the only way to restore health. The higher your stamina, the quicker Snake heals. If it drops too low, you won't be able to hold your breath, run, aim or grip. Different foods provide different stamina boosts, so it helps to hunt strategically (see Hunting Masterclass). Stamina drains rapidly when you swim (or get attacked by leeches), run, fail to cure your wounds and get shot by tranquiliser darts (like in The End's boss battle, for instance).



5 HOW DO I HEAL WOUNDS?

It works like the L2/R2 weapons menu. Don't forget – while you need to use *specific* treatments for each type of wound, you don't need to apply them in sequential order (for example, you can bandage the wound before you remove the bullet). It's vital to cure wounds instantly, especially during boss battles. If you run out of supplies, don't forget you can hunt for medicine (disguised as herbs), or partially cure an ailment (you never lose the knife, so can always remove the bullet from a wound). In the indoor sections, try knocking out and shaking down (unequip weapons, then hold ▢) scientists to make them drop medicine. Wounds will heal themselves in time but bullets remain lodged in your body.





6 HUNTING MASTERCLASS

SNAKE'S TOP TEN FOODS

"Hello, again. Here are the foods with the best stamina recovery properties – listed in order of taste and ease of acquisition – and where to find them. I've also included a list of 'special' foods, like the sleep-promoting Baikal mushrooms. Now, if you'll excuse me, I'm off for a Cobalt Blue Tarantula and Yabloko Moloko smoothie. Yum!"

Menu

1. Calorie Mate
2. Instant Noodles
3. Indian Gavial
4. King Cobra
5. Markhor
6. Golova Fruit
7. Baikal Mushroom
8. Spatsa
9. Snake Liquid/ Solid/Solidus
10. Tsuchinoko

7 HOLD UPS AND SHAKE DOWNS... SORTED

Hold ups were the only way to secure the dog tags in *MGS2*, and the same principles apply here. Either sneak up behind a guard, then point a deadly weapon (not Mk22) at his head (or trousers) in first person mode (L1), or knock him down using CQC (see above), then target his sensitive areas as he gets up. Holding a guard up – and repeatedly aiming at their head or pants – causes them to wobble and drop useful items. Some guards will resist hold ups – at least, until you whip out the RPG missile launcher and point it at their family vegetables. It's also useful to 'shakedown' dead or unconscious guards by picking up their body (un-equip your R2 weapon and hold square), then dropping them to 'shake' an item from their clothes.

Dogs can't see if you throw smoke grenades...

WHERE TO FIND... EVERYTHING

L2 ITEMS	LOCATION
Bug Juice	Everywhere
Cardboard Box A	Rassvet
Cardboard Box B	Tikhogornyj: Behind Waterfall
Cardboard Box C	Grozynj Grad Southeast
Camera	Grozynj Grad 1F
Croc Cap	Chynoryj Prud
Key A	Graniny Gorki Lab B1 West
Key B	Krasnogorje Mount (Top)
Key C	Tikhogornyj: Behind Waterfall
Life Medicine	Everywhere
Mine Detector	Rassvet
Night Vision Goggles	Chyornaya Peschera
Thermal Goggles	Branch
	Rassvet

FACE PAINT

Desert	Ponizovje
Infinity	See below
Kabuki	Tikhogornyj
Mask	Default
Oyama	Graniny Gorki Lab: 1F
Rain Drop	Dremuchij North
Snow	Bolshaya Past Base
Splitter	Default
Water	Unknown
Woodland	Default
Zombie	Rassvet

Get infinity Face Paint: Beat the game in under five hours, less than 25 saves, no continues, no alerts, no kills, less than 20 injuries, no life medicine and no special items.

R2 ITEMS	LOCATION
AK-47	Rassvet
Book	Everywhere
C3	Default
Chaff Grenade	Everywhere
Cigar Gas Spray West	Graniny Gorki Lab B1
Claymore	Everywhere
Directional Microphone	Default
Grenade	Everywhere
Knock-Out Handkerchief	Graniny Gorki Lab B1 West
M1911A1	Default
M37	Chyornaya Peschera Cave
M63	Svyatogornyj East
Magazine	Default
MK22	Default
Mosin Nagant	Sokrovenno North
Mousetrap	Everywhere
Phosphorous Grenade	Everywhere
RPG-7	Krasnogorje Mountainside
SAA	Default
Scorpion	Grozynj Grad Weapons Lab: East Wing
Smoke Grenade	Everywhere
Stun Grenade	Everywhere
Survival Knife	Default
SVD	Ponizovje West
TNT	Everywhere
Torch	Chyornaya Peschera Branch
XM16E1	Graniny Gorki Lab Exterior: Inside Walls

CAMOUFLAGE	LOCATION
Animals	Stamina kill Ocelot
Banana	Snake Vs. Monkey
Black	Default
Choco Chip	Bolshaya Past South
Cold War	Stamina kill Volgin
Fire	Stamina kill The Fury
Flecktarn	Unknown
Fly	Groznyj Grad Weapons Lab: East Wing
Ga-Ko	Chyornyj Prud
Grenade	Download
Leaf	Default
Maintenance	Groznyj Grad Weapons Lab: East Wing
Moss	Stamina kill / Hold up The End
Mummy	Download
Officer	Groznyj Grad Weapons Lab: East Wing
Rain Drop	Dolinvodno
Santa Claus	Download
Scientist	Rassvet
Snake	Stamina kill The Boss
Sneaking	Groznjy Grad Weapons Lab: East Wing
Snow	Chyornaya Peschera Cave
Spider	Stamina kill The Fear
Spirit	In your inventory after defeating The Sorrow
Splitter	Bolshaya Past South
Stealth	Beat game with no alerts /Find all Kerotans
Stripe	Stamina kill The Pain
Tuxedo	Beat the game once
Water	Bolshaya Past Base
Yodobashi	Download

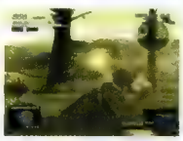
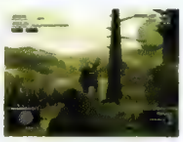
WHO'S THE BOSS?

Can't take The Pain? Think The End is nigh? PSM2 reveals the smartest hidden strategies to crush the Cobra team and slash your Boss mode completion times. **PLUS! STAMINA KILLS EXPLAINED**

1 REVOLVER OCELOT

NAIL HIM! Take cover instantly – either behind the rocks on the left or the tree on the bottom right. You can find extra ammo in the bottom left, or under the tree, but keep moving. Ocelot's weakness is that he only has twelve shots before he has to stall and reload – this is your chance to break cover, pop into first person view and shoot him. Like all bosses, you'll only get three hits before his movement 'cycle' starts again. Use the AK47 and spray him, or – better – go for pinpoint headshots. Don't get too complacent while hiding – Ocelot's support team will fire pot shots, and he can use an orange trail ricochet shot to hit you behind rocks. Just keep hiding, track his position and swoop when he reloads.

Stamina Kill Tips: Use an un-silenced MK22 when he stoops to reload. Repeat.

TRICK HIM! Try shooting the hornet's nest above Ocelot's head to distract him and gain a cheap shot. Alternatively, you can shoot his hat off to distract him. If you move to the front platform, Ocelot will challenge you to a Western-style one shot duel. If you've finished the game once and have the SAA revolver, twirl it to distract his attention (pop into first person + up/down on right analogue) and use ricochet shots.

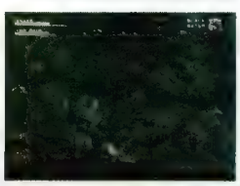
press △ to turbo skip CODEC chat...

2 THE PAIN

NAIL HIM! The trick is to keep diving between platforms (there's one on the top right of where you begin) to dodge his attacks, then quickly surfacing to clamber onto a platform and sneaking in shots as he pauses. Use the Water camouflage (or Black) to remain invisible underwater. Swim deep, alternate between platforms and use swift headshots for a methodical win. Half way through, The Pain whips his mask off and starts using Bullet Bees – if you get hit, use the Cure menu (knife, disinfect, bandage, styptic) to maintain your stamina. When he's covered in bees, he can't be shot, so be patient. You can also shoot underwater. The Pain, handily, announces all his attacks, with 'cryptic' statements like "Grenade!"

Stamina Kill Tips: Use MK22 headshots when his bees disperse. To find his Hornet Stripe camo (making you invulnerable to hornets, leeches and spiders), go to the right of the cave exit (to the north) and follow the path around. You can roll off a ledge onto the platform The Pain was standing on.

TRICK HIM! The best tactic is to hit him with a grenade (any type, but Smoke has the biggest range) to disrupt his bee shield and create a shot opportunity. If you've got it, the shotgun is lethal. With a repeated grenade/ shotgun combo, he'll be dead in no time.

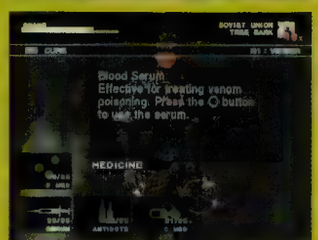


3 THE FEAR

NAIL HIM! After the cut scene, use the Cure menu to neutralise the poison. Stand still, equip the thermal goggles and look up. The Fear leaps about from tree to tree, but if you can shoot him (use the AK47, XM16E1 or M37 shotgun) before he gets a shot off, he'll just leap to another tree and you can repeat the pattern without moving. If he gets away, scan the treetops for movement until he betrays his position. The floor is littered with traps (press △ if you get snagged by a rope) but they can be easily spotted with thermal goggles. The Fear is fast, but his optic camouflage quickly drains his stamina forcing him to hit the deck and eat. This is your time to act. If he fires crossbow shots (x3), use the roll.

Stamina Kill Tips: Use the poison food to expose cultivar below to shoot his Spider camo, which boosts your camouflage index, but rapidly drains your stamina.

TRICK HIM! When The Fear's stamina drops to half way, he'll always search for readily prepared food. Throw a few caged rations (like poisoned frogs, mushrooms or rotten food) in a cluster. The poison will cause him to puke, so you can sneak in some shots – vital for stamina kills. You can also surround the food with Claymores or TNT for a special surprise.

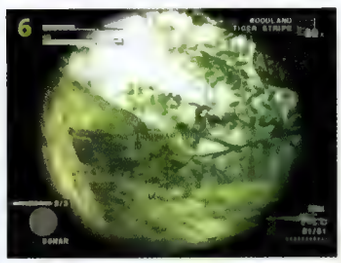


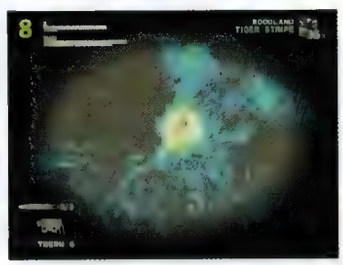
4 THE END

NAIL HIM! This is torture. An uninformed duel with The End can take up to two hours. At the start, Cure the poison shot, then press START and consult the map. The battle takes place over three huge areas, with The End's potential hiding/sniping points indicated by the grey circles. If you haven't got a sniper rifle (SVD), sprint to the left and aim for the hut in the middle. The End always starts in a hiding position north of the hut, so expect to get shot at. When you hear his cry, instantly look at the map – his current position will be marked in red. Lie in the undergrowth and respond with a rapid sniper shot, or leg it towards his location. If you're lucky, you'll be able to chase him – and sting his heels with a shotgun, AK47 or XM16E1. Equip the thermal goggles and you'll be able to see his footprints, enabling you to tail him during the entire battle. If you lose him, either visit the potential hiding spots (in grey) slowly and methodically so he can't see you coming (pick the right camo), or – better – sprint around and tempt him into a shot, then quickly check the map. You can use CQC up close, but The End will respond with Stun Grenades. Beware – if you save during the battle, The End will capture you and you'll have to track back from the Graniny Gorki prison. If you get hit with a dart, Cure quickly or the screen will fade to black. When you spot him, take the full three shots until he collapses. You'll need to keep topping up your stamina, but there's loads of food – try the tasty Markhors to the North.

***Stamina Kill Tips:** When his stamina drops low, The End uses a forest prayer to recover 100% – on the plus side, you get plenty of warning and he'll be lit up by a glowing beacon of light. A standard MK22 stamina kill earns you The End's Mosin Nagant sniper rifle, but to steal his Moss camouflage you'll need to hold him up (see the Tutorial Movies in the main menu) by sneaking behind him. He'll resist, but keep pointing the gun at his crotch and head to make him fold on the third wobble.*

TRICK HIM! You can tranquilise The End's parrot and – ugh – eat it. It usually perches on the corner of the ammo shed in Sokrovenno South, but the location varies according to the difficulty level. It's possible to skip this battle entirely if you take out The End with a quick sniper shot after the cut-scene at Ponizovje Warehouse: Exterior before he gets wheeled back inside. Note: You can find the SVD early, by taking the left hand fork (to Ponizovje West) from the main Ponizovje river protected by hover guards – the entrance is concealed, but appears on the map (see Tough Bits). It's also possible to Save during your battle with The End, then reset the game and adjust your PS2's internal clock one week forward. When you load up, The End will have died from old age – but your support team will mock you for being so cheap.





WHAT ARE STAMINA KILLS?

If you reduce a boss's stamina to zero, you'll keep his camouflage and gain powers. For example, Ocelot's Animal's camo stops your gun from shaking when your stamina is low, while The End's Moss camo gives you 100% camouflage when you lie down. To get a stamina kill, you need to take out the boss using your MK22, not lethal weapons. Tricky, but here are the best strategies...

the Sneaking suit halves your damage...

SNAKE'S BIRD WATCH

"Hello, Snake here, armed with my trusty binoculars and unswerving loyalty to the mission. Some folk might find looking at the following pictures quite exciting – but not me. If the wicked thought enters my head, I lie down in a damp bush and think about the cut scenes in *MGS2* until I'm thinking straight. Coast clear? Good... now *that's* what I call a set of... <cough>... *missions*. Got it."

1

Location: Use R1 to look up in the drop ship before Op Snake Eater.

2

Location: In the bottom left cell of the Graniny Gorki underground prison.

3

Location: In the ground floor library of the Graniny Gorki lab.

4

Location: In the scientist's rest room of the Graniny Gorki lab.

5

Location: In the locker room of the Grozny Grab military base.

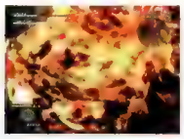
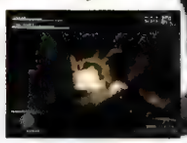
Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

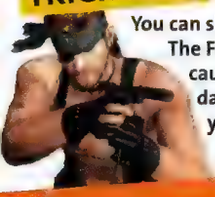
5 THE FURY

NAIL HIM! The Fury patrols a series of corridors, with a small platform dividing the hallway. Wear Black camouflage to disguise yourself and avoid his flame blasts at all costs. If you get hit, Cure immediately. The key is to avoid the middle of the corridor, and patrol the extreme north/south row waiting for The Fury to appear. While the North row offers better protection (the south is flanked by a potentially deadly drop), it's harder to look down the screen in the third-person view. Just wait for The Fury to appear (thermal goggles *may* help but get confusing in the flames) then pick him off with AK47, RPG or grenade fire down the corridor. He'll whizz off again and you can repeat the process. Try using SVD headshots to take him down in mid-air, then following up with a shotgun blast as he lands. If you catch on fire, either change clothes, or roll around (press ⊗ while running).

Stamina Kill Tips: You need the Mosin Nagant (The End's rifle) to stand a chance. Missed it? You'll have to sneak up behind The Fury with the Mk22, but it's tricky.

TRICK HIM! You can shoot the water pipes above each corridor to douse the flames or temporarily confuse The Fury. The best tactic, mind, is to use the knife. Seriously. A quick combo will rip his suit causing huge damage. You can shoot the barrels at the north end to cause huge damage, too. If you have the Fire camo from a previous completion, it'll radically boost your chances of winning.



6 THE SORROW

NAIL HIM! Not really a battle, this – more of a puzzle. You can't shoot The Sorrow and you trudge along dodging ghosts (the number depends on how many people you've killed so far – a neat touch) until you reach the end, and die. That's it. You can step into his vortex for a neat visual effect, but... nothing. Solution? Have a big *think* about the situation, use your Codec and if all else fails read below...

Stamina Kill Tips: You need to dodge the ghosts and touch The Sorrow to claim the Spirit camo – tougher if you've been murdering guards like Rambo on a square one. Just keep winning.

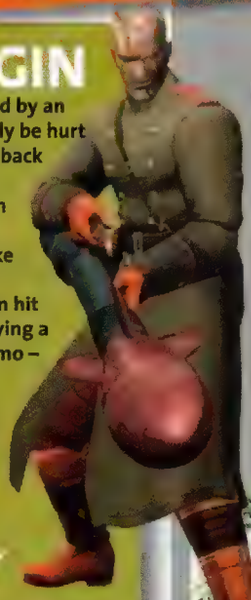
TRICK HIM! The solution is one big trick. Ready? Snake is in a coma and you *have* to 'die'. The trick is to use the Revival Pill to come back to life. But it can *only* be activated on the 'Snake is Dead' menu screen by tapping L2 – the game still responds. Bit of a swizz, really.

tip toe in first person mode by holding L2 / R2...

7 GENERAL VOLGIN

NAIL HIM! General Volgin is protected by an electric shield, and can only be hurt when he 'rests' between attacks or turns his back to plug himself into the mains. You need to make these vulnerable periods count – run in for a CQC throw (◎ + analogue direction), retreat two steps, equip a power weapon (like the RPG or AK47) and let rip until his shield reappears. Run away. Repeat. Don't let Volgin hit you with an electric attack while you're carrying a projectile weapon or you'll absorb all its ammo – a killer with the RPG. Time is the enemy, so keep running and diving, then swoop when his guard drops. Wear the Sneaking Uniform and equip the M37 as bait – then un-equip and swoop after he shoots.

Stamina Kill Tips: You can only tranquilise Volgin when his back is turned, or he gets distracted – see the weaknesses below. Victory earns you Cold War camouflage.

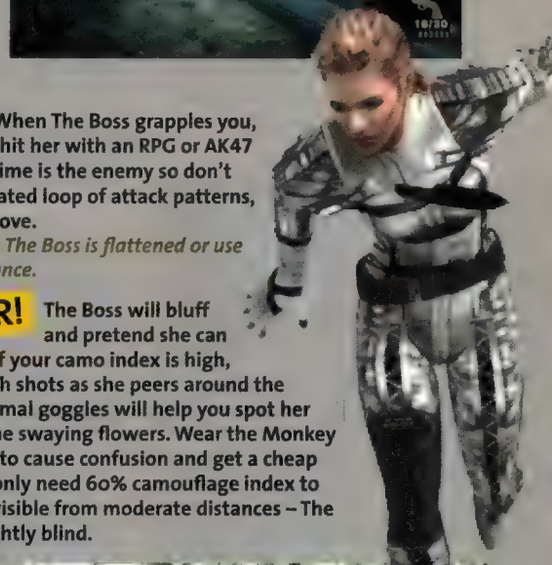


TRICK HIM! Equip the Raikov disguise to shock Volgin and sneak in some shots – but it only works once. He's also vulnerable as he shouts, "Whose side are you on?" when Ocelot distracts him (by cheering for Snake), so let rip. You can throw Glow Cap mushrooms to deflect his electric attacks, while shooting the water pipes above the central section temporarily disable his shield. The cheesiest way to win is to use the chloroform handkerchief after any physical attack to knock him out – best used after his running attack.

8 THE BOSS

NAIL HER! Equip the best camo possible (Snow) – but don't be fooled into using the scientist uniform since it stops you equipping any projectile weapons. It's all about hiding in the environment and a) sneakily sniping The Boss with head shots from distance or b) deliberately giving away your position and engaging in CQC. When The Boss grapples you, rapidly tap ◎ to reverse her throw – then hit her with an RPG or AK47 when she's down (like the Volgin battle). Time is the enemy so don't stay hidden too long. The Boss uses a repeated loop of attack patterns, so it's relatively easy to predict her next move.

Stamina Kill Tips: Go mad with MK22 when The Boss is flattened or use the Mosin Nagant to pick her off from distance.

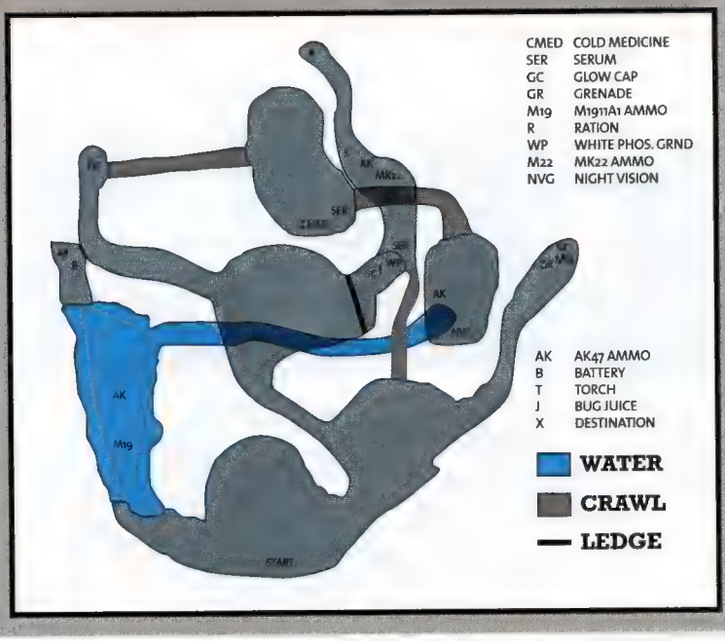


TRICK HER! The Boss will bluff and pretend she can see you – if your camo index is high, hit her with shots as she peers around the trees. Thermal goggles will help you spot her through the swaying flowers. Wear the Monkey face paint to cause confusion and get a cheap shot. You only need 60% camouflage index to remain invisible from moderate distances – The Boss is slightly blind.

6 TOUGHEST BITS – SOLVED!

1 THE CAVES

Can't see? Use the cigar as an emergency light source, then nab the torch. Make sure you collect all objects – including the Night Vision Goggles – before you leave Chyomaya Peschera Cave and trigger the boss battle cut scene. If you get stuck, use the Pause menu map to view hidden entrances – some sections can only be reached by crawling through narrow tunnels that are hard to spot.



2 KILL THE END EARLY

It's important that you take the left hand path from Sokrovenno South (to Sokrovenno West) before you reach the Ponizovje Warehouse: Exterior. You'll enter a small docking area protected by hoverguards – take them out, or sneak past, and collect the SVD sniper rifle in the room in the top north. You'll now be able to take out The End before he gets wheeled back inside immediately after the cut scene – you'll thank yourself later on.

3 CROC CAP

In the swamp area, Chynoryj Prud, head to the far left by the floating logs – you can swim underneath to reach a new section (see the Pause menu map). Leave the water and head north until you reach the big tree that overhangs the water. Climb up, shimmy across and drop (press ⊗ to drop, then rapidly tap △ to grab hold) onto the wire heading right over the swamp. At the end of the wire, you need to drop and grab the cable below, then shimmy north. Eventually, you'll reach a little hilltop where you can find the Crocodile Cap – wear it in shallow water to dupe guards, or poke your head around cover to scare them off.

4 FIGHTING 8 OF OCELOT'S SOLDIERS

Forget CQC – these are Ocelot's elite guards and can only be shot (or hit with grenades). When you alert their attention, hide under the bed and hit the first four guards with a sequence of stun grenades aimed at a) the door b) the right of the room. Leave the room, and use the Sonar to detect the nearest guard – you should head left and shoot the first guy from behind using the gaps in the wall. The only difficult bit is finding the final guard – it looks like he's on top of you but you can't see him. It's because he's sniping from the floorboards above, so take cover and head shot him. You can also use the trap door (where Eva escapes) to enter the underground tunnels and sneak around shooting guards in the ankles.

5 SHAGOHOD CHASE AND VOLGIN BATTLE

You've got infinite ammo, so cut loose with the machine gun or RPG (use the sneaky R2 double tap reload technique) – it's a bit like the on-rails sections from *GTA: SA*. You can also hold L1 to zoom in with the RPG for greater accuracy. Focus your fire on the immediate threat and you should be fine. It might be wise to Save before you take the sniper shots on the bridge as you only have a narrow time window. In the final battle with the Shagohod, keep moving to avoid his attacks and use the M63 gun turrets to attract his attention away from Eva – the M63's can also be used to shoot his missiles. You can either work your way across the Shagohod's weak points methodically using the RPG, or – better – use the SVD sniper rifle to get head shots on Volgin himself.

6 ESCORTING EVA

Eva is hungry like hippos, so to save messing about, just CQC her into unconsciousness and drag her through the entire level – it saves you having to hunt and enter the food menu every two minutes. Don't use tranquilisers to stun her, mind, or her moaning will alert the guards – this doesn't happen with CQC.

Try tuning the CODEC to 146.14, 143.72 or 145.80...

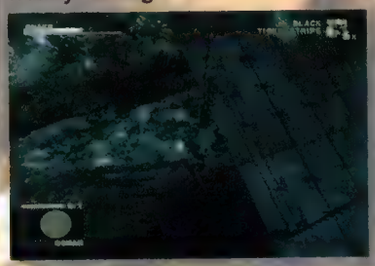
Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

METAL GEAR GENIUS!

1 THE BRIDGE

Shoot the hornet's nest (there's a clue in the cut scene) above the Dolinvodno bridge entrance to make the guards flee. At the end of the bridge, hang off the top left side and onto the hidden branch below – then clamber into the alcove to collect a XM16E1 machine gun and other equipment. You can also shoot the bridge ropes for the ultimate wobbly crossing.



2 PUKE

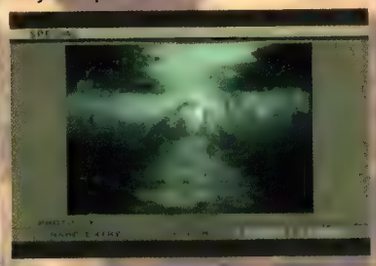
In the survival viewer, use the analogue stick to keep spinning Snake. When you return to the game, he'll puke on the floor – what you may not know is that this also cures your stomach of poisoning if you run out of digestive medicine. Don't forget that new medical supplies can be found from hunting herbs in the jungle, or shaking down fallen scientists.

3 RAIKOV

If you kill Major Raikov (don't let the guards spot you or it's game over), you'll see Naked Raiden look-a-like running down the Sorrow's river. If you hide under a box while dressed as Raikov, guards will peer underneath, then apologise furiously. You can even leave the base and walk around collecting items undetected, but – smartly – the dogs know it's a disguise.

4 THE SORROW

When walking down The Sorrow's river, take pictures of the bosses as they drift past you with your camera (found in the guard's room when you escape prison). When you load them up in the Main Menu you'll see the distorted faces of the game's developers – The Sorrow's dead body is Hideo Kojima. For more fun, try taking a picture of Eva's lady bumps and see how she reacts.

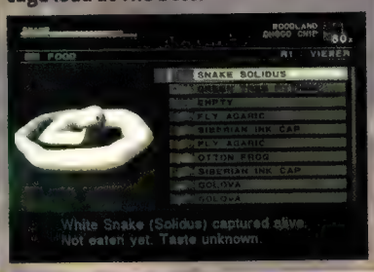


5 TORTURE

When Volgin tortures you with the bag over your head, hold L2 to open the equipment menu. Keep the button held down *all* cut-scene, and you'll take no damage at all – but let go and you'll kop the lot. Volgin will make different comments depending on how frequently you've been healing your wounds throughout the game.

6 SECRET SNAKES

During the climatic tussle with The Boss, you can find three types of special snakes on the floor: Snake Solid, Snake Liquid, and Solidus Snake (the names of famous characters from the *MGS* series). The snakes glow white, and give you a full stamina recharge. Hunt them in the regular fashion or try tossing a cage load at The Boss.



7 ZOE

When Snake confronts Granin, there's a replica of *Zone of the Enders* robot Jehuty in the background. You can also spot metal gear REX and RAY robots. Hang around outside Granin's room and keep knocking the door (after you've spoken) to make him really angry. Some of his comments are pretty vicious for an old feller.

8 R1 TRICKS

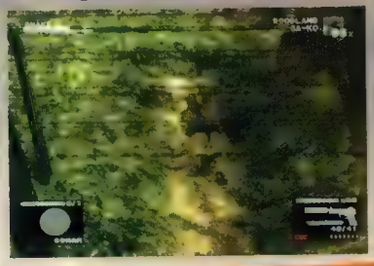
Press R1 when the president puts out his hand in the final scene and look to the left – Ocelot is outside the window. Press R1 when Big Boss is saluting the grave and his vision becomes blurry with tears. Don't wait for the on-screen R1 prompt because this is a secret piece of interaction. You can also press △ to zoom in and move about.

9 INTRO MADNESS

During the opening intro (with the Snake Eater theme), press R1 to hear someone whisper "Snake Eater" Press the L3 button to drop different designs (planes, peace signs, etc.), Move the L3 button around to change the direction of the shapes, and press the L3 button again to change the design.

10 FRY GUARDS

Grab a soldier using CQC and drag them toward an electric fence. Position the soldier in front and push him towards it (with analogue + ◎). Yaaarggh! You can also drag guards into quicksand. Snake is quick enough to trudge away, but the guards sink like stones.

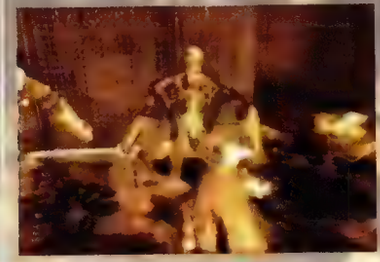


11 CROC

During the sections where you dress up as a scientist, equip the Crocodile Cap and the soldiers will stop you and remove it. Equip the stinky Fly camo (covered in poo) and approach guards – they'll do a runner quick sharp.

12 SNAKE'S NIGHTMARES

Save the game while you're in the jail cell, then reset and reload – Snake will have a nightmare about vampires where you take control of some bloke with swords for arms.



Press △ while dressed as Raikov or a scientist...

MGS3 REVIEW UPDATE

We gave the US version a whopping 97% back in PSM2#57, but how do the exclusive European extras improve the game? And how do we feel three months on?

There were a few puzzled faces when we gave *MGS3* 97% back in December 2004. Some team members refused to believe that *Metal Gear* was still relevant and that the surprisingly early US release date meant the game was rushed. *Bollocks.* Having played Kojima's masterpiece extensively over Christmas, everyone – save for dour Scotsman Andy who claims he 'sussed it out in a few hours' and got bored – was blown away. It's the best *Metal Gear* yet, and thanks to some neat – if slightly cosmetic additions – the UK is getting the definitive version. Even if we had to wait three miserable months longer than our spoilt yankee cousins.

UK EXTRAS

The key extra is Boss Mode, unlocked after completing the game, which lets you scrap the bosses sequentially without the cut-scene guff. It's a good way to practice stamina kills, but – honestly – a bit token. There's no time attack, but it does allow you to unlock the Extreme difficulty mode. The Euro-themed face paints are fun, but cosmetic. After all, you wouldn't *need* to wear union jack camo unless, say, sneaking past a UK flag positioned at head height and perfectly aligned to match the contours of your face. The Cut Scene viewer is another OK'ish extra, leaving the two new *Ape Escape* minigame levels as the best UK-exclusive additions.

Why the crazy score? Finishing the story mode *again* with UK code only reinforces *MGS3*'s intricate genius. You can approach every situation in such different ways, with such tangible results, that experimentation is a joy. Fiddly? Yes, and it requires patience to push past the barely interactive first few hours, but as the credits roll, you'll be aching for more. If you love deep games, you'll *adore MGS3*.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Stealth action as it should be. Challenging, tense and addictive . – Cut scenes a 'bit' long.	+ Beautiful in every way. – Some objects aren't as interactive as in previous incarnations.	+ Uses Dolby surround. Your ears will fall in love. – Starsailor on the closing credits. *Starsailor!*

LIFESPAN

Bigger than *Metal Gear Solid 2*. Unless you're a killjoy, you're looking at a good 20-25 hours. And that's a conservative estimate.

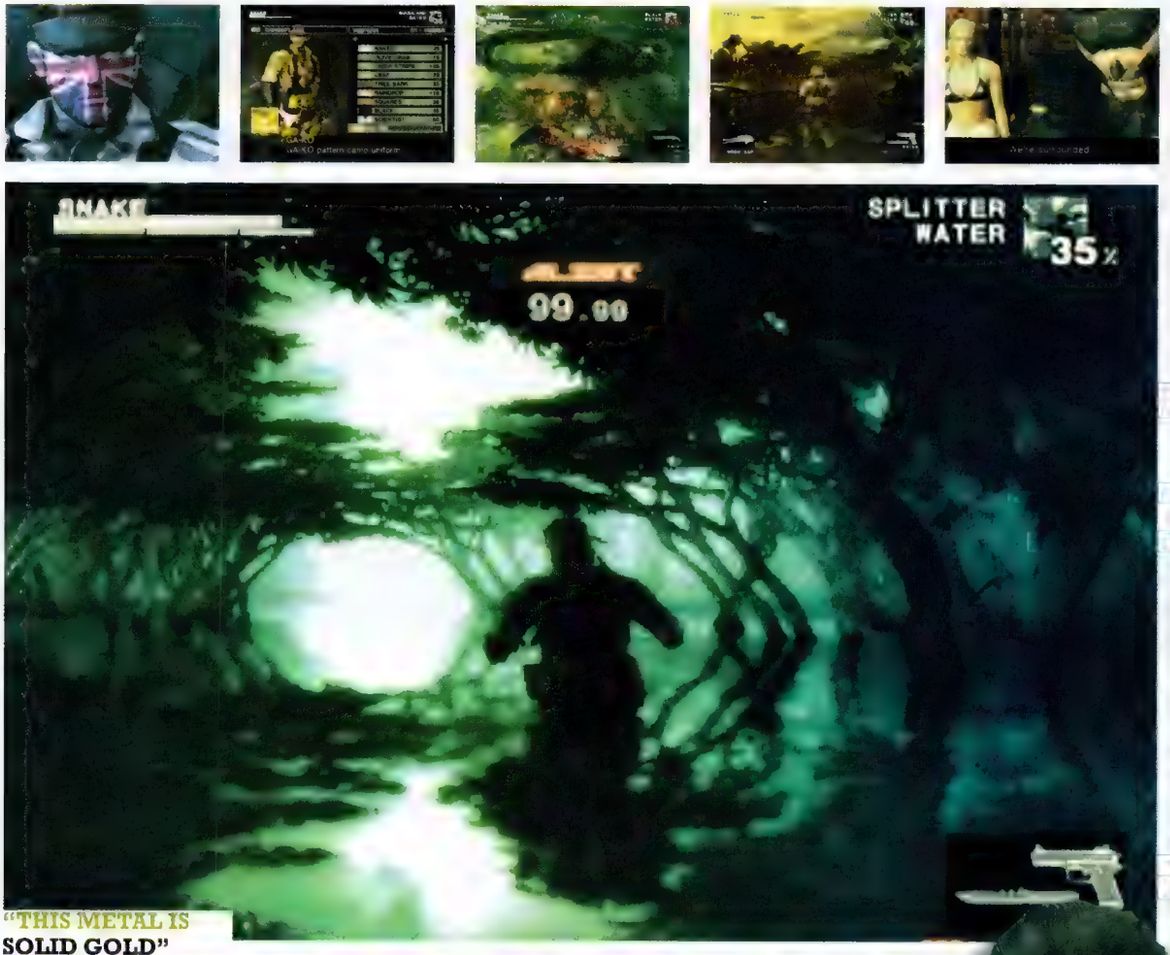
MINUTES ——— YEARS

IT'S BETTER THAN... MGS2

IT'S WORSE THAN... MGS4?

The best of the bunch yet. If you've never indulged in tactical espionage action before, you really have no excuse to let this pass you by. Absolutely vital.

97



"THIS METAL IS SOLID GOLD"

METAL GEAR SOLID 3

PSM2 GAME OF THE MONTH

The cut-scenes might ramble but Snake Eater never loses its way.

A mere two hours into *MGS3*, it looked like the hype machine had finally outstripped creator Hideo Kojima's ability to deliver. Far from being a return to core values, the jungle-relocated stealth seems excruciatingly slow and fiddly. Worse, the much vaunted camouflage tinkering, battlefield surgery and fauna-sushi kitchen-craft, seemed to splinter gameplay that was already perilously fractured by the long-winded cut scenes.

Well, you *know* that's not how the story ends. After those early frustrations, the game grew in scope, scale, complexity and spectacle. It's a superlative prequel that manages to feel a member of the 'family', while hitting you with a freshness and energy that threequels rarely flex.

You'll hide, seek and shoot your way through mangrove swamps, mountain ranges, dank caves, lush tropical jungles, moonlit forests and redbrick laboratories. What you won't – *can't* – know, until you play, is how epic Snake's journey feels. The constant need to cure, feed and dress Snake might be fiddly, but it builds genuine empathy – lending the nailbiting finale an emotional resonance that few games can match.

Metal Gear Solid 3 is deep, exciting, tense, capable of provoking wonder at how this kind of technical wizardry is possible from a four-year-old console, totally immersive and with the best story yet in a *Metal Gear* – straightforward, increasingly exciting and genuinely moving. Kind of like the game altogether. As the series draws to a close (on PS2 at least...) this is certainly a fitting end. Talk about a big finish... **Paul Fitzpatrick**

■ MGS3: Snake Eater *breaks cover on March 19th.*

INFOSTRAP

DETAILS

Developer Konami Tokyo
Publisher: Konami
Players: 1
Memory Save: 90kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

TRIVBURST

- Bigger than *MGS2*. 20+ hours, at least.
- Whiny rockers Starsailor provide warbly track for closing credits. Odd...
- Vulture tastes better than Kenyan rock crabs..

GAMEPIE

20% Cut scenes.
10% Sorry, the cut scenes aren't over yet.
35% Old skool sneaking.
25% Shooting stuff
10% Playing with food, clothes and supplies.

GAMEFAX

Violent / Hard — PS2 Exclusive / Sequel

TOP 5 THINGS TO HIDE BEHIND

- Shipping crate
- Bus
- A smile
- Your Mum
- A superior attitude

"INSTANT CAR-MA"

GRAN TURISMO 4

After that last, hard-to-find set of wheels? Or just searching for your favourite? Here's where to go to unlock every car in the game.

NORMAL EVENTS

Win these challenges and get the following cars as your reward...

BEGINNER HALL

COURSE	CAR
Sunday Cup	Autobianchi A112 Abarth '79
Ff Challenge	Mazda Atenza Concept '01
Fr Challenge	Nissan Skyline 2000gt-B '67
4wd Challenge	Toyota Motor Triathlon Race Car '04
Mr Challenge	Lotus Esprit Turbo Hc '87
Lightweight K Cup	Ginetta G4 '64
Spider & Roadster	Chrysler Prowler '02
Sport Truck Race	Chevrolet Silverado Sst Concept '02

PROFESSIONAL HALL

COURSE	CAR
Clubman Cup	Mazda Mazdaspeed Atenza '05
Tuning Car Grand Prix	Nissan Option Stream Z '04
Race Of Na Sports	Honda Nsx-R Concept '01
Race Of Turbo Sports	Mazda Bp Falken Rx-7 (D1gp) '03
Boxer Spirit	Ruf Ctr Yellow Bird '87
World Classic Car Series	Mercedes-Benz Daimler Motor Carriage 1886
World Compact Car Race	Honda S800 Rsc Race Car '68
Supercar Festival	Cizeta V16t '94
Gran Turismo World Championship	Ford Gt Lm Edition Spec-II '04

EXTREME HALL

COURSE	CAR
Gran Turismo All Stars	BMW Maclaren F1 Gtr Race Car '97
Dream Car Championship	Nissan Gt-R Concept Lm Race Car '02
Polyphony Digital Cup	Opera Performance S2000 '04
Like The Wind	Volkswagen W12 Nardo Concept '01
Formula Gt World	Polyphony Formula Gran Turismo '04
Real Circuit Tours	Nissan Gran Turismo Skyline Gt-R (Pacecar) '01
Premium Sports Lounge	Ford Gt '05

ENDURANCE HALL

COURSE	CAR
Grand Valley 300km	Mercedes-Benz C9 Race Car (Sauber) '89
Laguna Seca 200 Miles	Ford Gt40 Race Car '69
Roadster 4 Hours Endurance	Mazda Rx-7 Lm Race Car '01
Tokyo R246 300km	Mitsubishi Fto Super Touring Car '97
Super Speedway 150 Miles	Honda Nsx-R Lm Edition Race Car '02
Nurburgring 24 Hours Endurance	Polyphony Formula Gran Turismo '04
Nurburgring 4 Hours Endurance	Audi Abt Audi Tt-R Touring Car '02
Suzuka 1000km	Lister Storm V12 Race Car '99
Motegi 8 Hours Endurance	Honda Nsx-R Lm Edition Road Car '02
Tsukuba 9 Hours Endurance	Nissan Skyline Gt-R Race Car (Calsonic) '93
Sarthe Circuit 24 Hours I	Audi R8 '01
Sarthe Circuit 24 Hours Ii	Bentley Speed 8 Race Car '03
Fuji 1000km	Nissan R92cp Race Car '92
Infineon World Sport Car Trophy	Ford Gt Lm Edition '02
El Captain 200 Miles: Toyoyta 88c-V Race Car (Minolta) '89	
New York 200 Miles: Dodge Charger Super Bee 426 Hemi '71	

MISSION HALL

COURSE	CAR
Mission 1-10	DMC Delorean S2 '04
Mission 11-20	Jay Leno Tank Car '03
Mission 21-24	Pagani Zonda Race Car '01
Mission 25-29	Toyota 7 Race Car '70
Mission 30-34	Nissan R89c Race Car '89

JAPANESE HALL

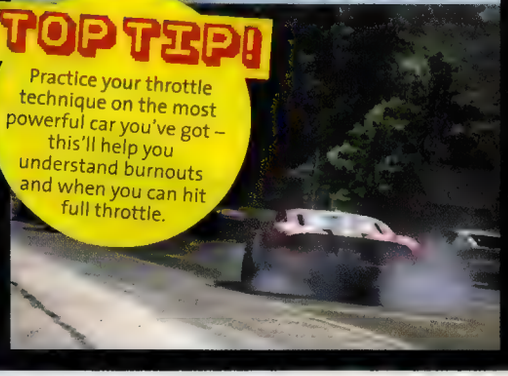
COURSE	CAR
Japanese Championship	Nissan Fairlady Z Concept Lm Race Car '02
Japanese Gt Championship	Nissan Motul Pitwork Z (Jgtc) '04
Japanese '70s Classic	Nissan Skyline Hard Top 2000gt-R (Kpgc10) '70
Japanese '80s Festival	Mitsubishi Hsr-Ii Concept '89
Japanese '90s Challenge	Nismo 400r (R33) '96
Japanese Compact Car Cup	Honda Life Step Van '72

EUROPEAN HALL

COURSE	CAR
European Championship	Jaguar Xj220 Lm Edition '01
British Gt Cup	Jaguar E-Type Coupe '61
British Light Weight Car Race	Lotus Europa Special '71
German Touring Car Championship	Mercedes-Benz Amg Clk-Gtr Race Car '98
Italian Festival	Alfa Romeo 155 2.5 V6 Ti Race Car '93
French Championship	Citroen 2cv Type-A '54
European Classic Car Championship	Mercedes-Benz Benz Patent Motor Wagon '1886
European Hot Hatch Car Championship	Volvo 240 Glt Estate '88
1000 Miles	Alfa Romeo Giulia Sprint Speciale '63
Schwarzwald League A	BMW M3 Gtr Race Car '01
Schwarzwald League B	Mercedes-Benz Amg 190e 2.5 16v Evolution Ii (Dtm) '92

TOP TIP!

Practice your throttle technique on the most powerful car you've got – this'll help you understand burnouts and when you can hit full throttle.



AMERICAN HALL

COURSE	CAR
American Championship	Chevrolet Corvette Convertible (C1) '54
Stars And Stripes	Chevrolet Camaro Lm Race Car '01
American Muscle Car Championship	Chevrolet Chevelle Ss 454 '70
Classic Muscle Car Championship	Plymouth Super Bird '70

SPECIAL CONDITION HALL (EASY)

COURSE	CAR
Rally D' Umbria	Cadillac Cien '02
Rally D' Capri	Toyota Rsc Rally Raid Car '02
Grand Canyon	Ford Rs200 '84
Ice Arena	Toyota Rsc '01
Chamoni	Infiniti Fx45 Concept '02
George Paris	Alpine A310 1600ve '73
Swiss Alps	Mitsubishi Cz-3 Tarmac '01
Tahiti	Renault 5 Turbo '80
Tsukuba Circuit	Mazda Rx-8 Concept (Type-I) '01
Cathedral Rocks (Trail I)	Land Rover Range Stormer Concept '04
Cathedral Rocks (Trail Ii)	Hyundai Hcd6 '01

SPECIAL CONDITION HALL (NORMAL)

COURSE	CAR
Rally D' Umbria	Lancia Delta Hf Integrale Rally Car '92
Rally D' Capri	Subaru Impreza Rally Car Prototype '01
Grand Canyon	Mitsubishi Cz-3 Tarmac Rally Car '02
Ice Arena	Mitsubishi Lancer Evolution Iv Rally Car '97
Chamoni	Subaru Impreza Rally Car '01
George Paris	Renault 5 Maxi Turbo Rally Car '85
Swiss Alps	Toyota Celica Gt-Four Rally Car (St205) '95
Tahiti	Ford Escort Rally Car '98
Tsukuba Circuit	Mazda Atenza Touring Car '02
Cathedral Rocks (Trail I)	Subaru Impreza Rally Car '99
Cathedral Rocks (Trail Ii)	Toyota Celica Gt-Four Rally Car (St185) '95

SPECIAL CONDITION HALL (HARD)

COURSE	CAR
Rally D' Umbria	Lancia Delta S4 Rally Car '85
Rally D' Capri	Ford Rs200 Rally Car '85
Grand Canyon	Mitsubishi Straion 4wd Rally Car '84
Ice Arena	Nissan Bluebird 1600sss Rally Car (510) '69
Chamoni	Lancia Stratos Rally Car '77
George Paris	Peugeot 205 Turbo 16 Evolution 2 Rally Car '86
Swiss Alps	Nissan Silvia 240rs Rally Car '85
Tahiti	Mitsubishi Pajero Rally Raid Car '85
Tsukuba Circuit	Ford Gt Concept '02
Cathedral Rocks (Trail I)	Suzuki Escudo Dirt Trial Car '98
Cathedral Rocks (Trail Ii)	Mitsubishi Pajero Evolution Rally Raid Car '03

TOP TIP!

If you're really good, it can be worth using manual gears, because the computer doesn't always downshift in time on tight corners. Don't try it with the Viper.

MANUFACTURER'S RACE EVENTS

Win these challenges and get the following cars as your reward...

ASIA

DAIHATSU

COURSE	CAR
Copen Race	Daihatsu Storia X4 '00
Midget Ii Race	Daihatsu Midget '63

HONDA

COURSE	CAR
Type R Meeting	Honda Hsc (Honda Sports Concept) '03
Civic Race	Honda Civic Si (Mugen Motul Race Car) '87

HYUNDAI

COURSE	CAR
Hyundai Sport Festival	Hyundai Clix '01

ISUZU

COURSE	CAR
Isuzu Classic Sport	Isuzu 117 Coupe '68

MAZDA

COURSE	CAR
'Re' Club	Mazda Cosmo Sport (L10a) '67
Roadster Cup	Mazda Eunos Roadster J-Limited (Na) '91
Rx-8 Cup	Mazda Rx-8 Concept Lm Race Car '01

MITSUBISHI

COURSE	CAR
Evolution Meeting	Mitsubishi Lancer 1600 Gsr Rally Car '74
Mirage Cup	Mitsubishi I Concept '03

NISSAN

COURSE	CAR
Race Of Red Emblem	Nismo Skyline Gt-R Lm Road Going Version (R33) '95
March Brothers	Nissan Mm-R Cup Car '01
Silvia Sisters	Nissan Sileighty '98
'Z' Club	Nissan Fairlady 240zg (Hs30) '71

SUBARU

COURSE	CAR
Subaru 360 Race	Subaru Subaru 360 '58
Race Of Pleiades	Subaru Impreza Super Touring Car '01

SUZUKI

COURSE	CAR
Suzuki K Cup	Suzuki Concept-S2 '03
Suzuki Concept Car	Suzuki Gsx-R/4 '01

TOYOTA

COURSE	CAR
Altezza Race	Toyota Altezza Touring Car '01
Vitz Race	Toyota Vitz Rs Turbo '02

USA

CHEVROLET

COURSE	CAR
Corvette Festival	Chevrolet Corvette Stingray Coupe (C2) '63
Camaro Meeting	Chevrolet Camaro Iroc-Z Concept '88

CHRYSLER

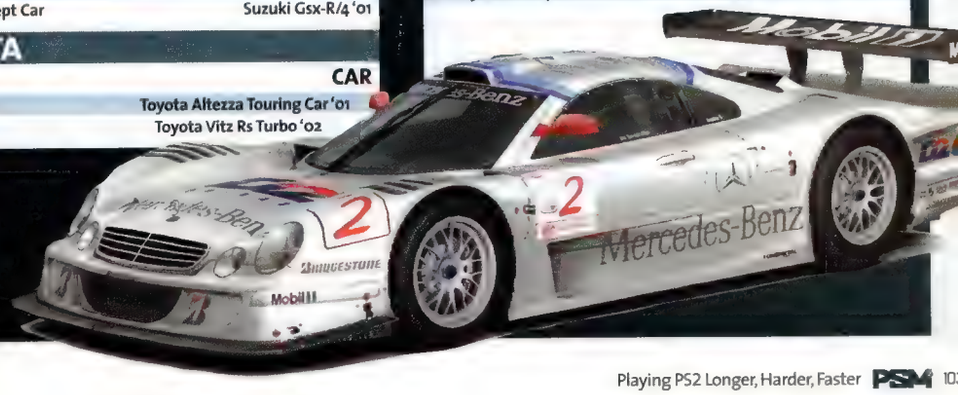
COURSE	CAR
Crossfire Trophy	Dodge Viper Gtsr Concept '00

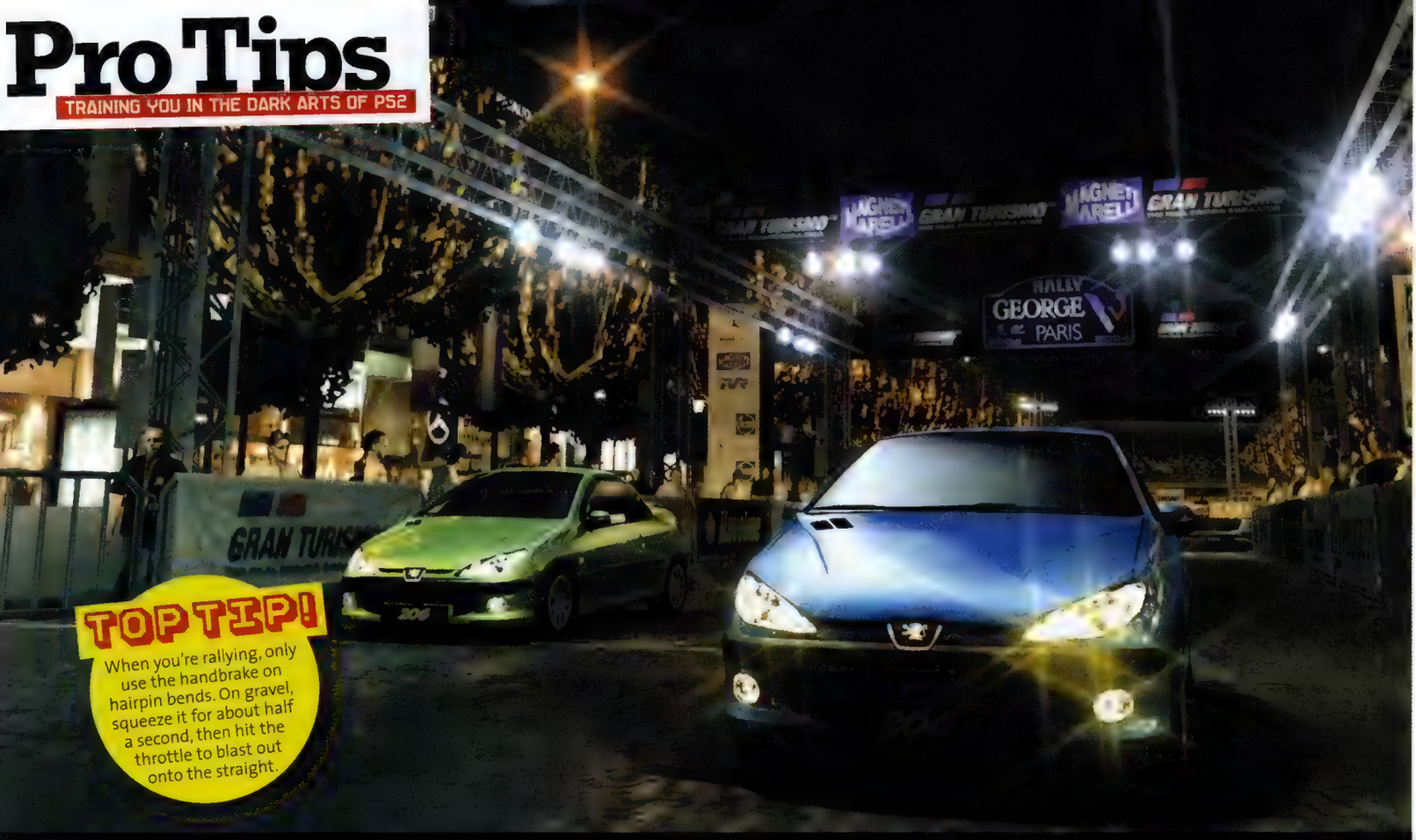
SALEEN

COURSE	CAR
Saleen S7 Club	Nike One 2022

SHELBY

COURSE	CAR
Shelby Cobra Cup	Shelby Mustang G.T350r '65

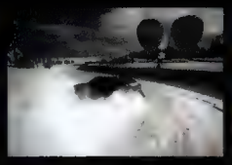
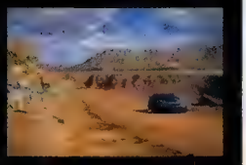




TOP TIP!

When you're rallying, only use the handbrake on hairpin bends. On gravel, squeeze it for about half a second, then hit the throttle to blast out onto the straight.

MANUFACTURER'S RACE EVENTS

...continued...

EUROPE

ALFA ROMEO

COURSE	CAR
Gta Cup	Alfa Romeo Giulia Sprint Gta 1600 '65

ALPINE

COURSE	CAR
Renault Alpine Cup	Alpine A110 1600s '73

ASTIN MARTIN

COURSE	CAR
Aston Martin Festival	Aston Martin Db9 Coupe '03

AUDI

COURSE	CAR
Tourist Trophy	Audi Le Mans Quattro '03
A3 Cup	Audi Quattro '82

BMW

COURSE	CAR
BMW 1 Series Trophy	BMW 2002 Turbo '73
'M' Club	BMW M3 Gtr '03

CITROEN

COURSE	CAR
2hp-2cv	Citroen 2cv Type-A '54

LOTUS

COURSE	CAR
Elise Cup	Lotus Elise Type-72 '01
Lotus Classic Cup	Lotus Elan S1 '62

MERCEDES-BENZ

COURSE	CAR
Legend Of Silver Arrow	Mercedes-Benz Clk Touring Car (D2 Dtm) '00
Sl Challenge	Mercedes-Benz 300 Sl Coupe '54

MG

COURSE	CAR
Mg Festival	Mgf '97

MINI

COURSE	CAR
Mini Battle	Marcos Mini Marcos Gt '70

OPEL

COURSE	CAR
Speedster Cup	Opel Calibra Touring Car (Dtm) '94

PEUGOT

COURSE	CAR
Peugeot 206 Cup	Peugeot 205 Turbo 16 Rally Car '85

RENAULT

COURSE	CAR
Clio Trophy	Renault Lutecia Renault Sport V6 24v Race Car '00
Megane Cup	Renault Avantime '02

TRIUMPH

COURSE	CAR
Spitfire Cup	Triumph Spitfire 1500 '74

TVR

COURSE	CAR
Blackpool Racer	Tvr Cerbera Speed 12 '00

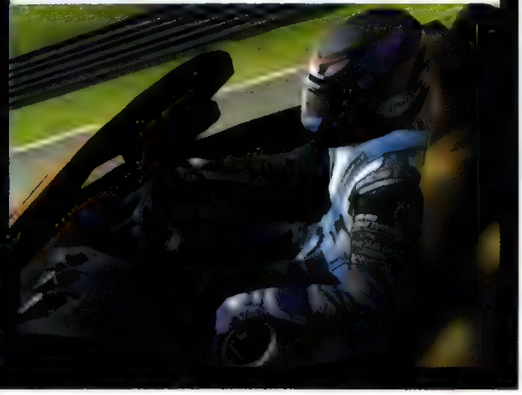
VOLKSWAGEN

COURSE	CAR
Beetle Cup	Volkswagen Beetle 1100 Standard (Type-11) '49
Lupo Cup	Volkswagen Karmann Ghia Coupe (Type-1) '68
Gti Cup	Volkswagen Golf I Gti '76

LICENCE CENTRE

Pass these tests and get the following cars as your reward...

Domestic B	Volkswagen Lupo 1.4 '02
Domestic B (All Silver)	Mazda Kusabi '03
Domestic B (All Gold)	Honda S500 '63
Domestic A	Pontiac Sunfire Gxp Concept '02
Domestic A (All Silver)	Honda Dualnote '01
Domestic A (All Gold)	Nissan Skyline Gt-R (Gran Turismo Version) '01
International B	Nike One 2022
International B (All Silver)	Mazda Rx-8 Concept (Type-Ii) '04
International B (All Gold)	Jensen Healey Interceptor Mk.Iii '74
International A	Nismo 270r '94 (S14)
International A (All Silver)	Nissan Gt-R Concept (Tokyoshow) '01
International A (All Gold)	Dome Zero '78
Super	Mercury Cougar Xr-7 '67
Super (All Silver)	Pontiac Solstice Coupe Concept '02
Super (All Gold)	Ford Model T Tourer '15



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PRO DOJO

"I WAS ROBBED!" We'd like to take this opportunity to apologise to Dojo regular Grant Barter for, er, 'miscalculating' a score and robbing him of the top spot. We gave Evan Harvey ten points by mistake. To compensate, have 5 bonus points, Grant!

Are YOU better than *the best*? The NEW dojo is here, so send in your tapes and show the world what you're made of!

Go on – show us your skills! Either go for the big point challenges or do battle in the tables. A new entry at first place will give you ten points (eight for second, six for third, four for fourth, two for fifth). We then add the new points to your cumulative total (still with us?) to compile the PSM2 leader board where our top players wage an on-going war. And points win prizes, so if you're topping the leaderboard we'll shower you with prizes from our chums at Konami. It's super easy, there's no excuse not to enter!

YOUR CHALLENGES ARE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

10 Points

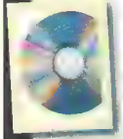
BURNOUT 3

WE WANT

Your highest Crash Mode scores.

RULES

Tape your highest score on 'Cross Traffic'.



Tom Lucas is still clinging onto the lead, though Grant is creeping up. We still think you can do better than this, guys!

THE BEST SCORES

TOM [illegible]	[illegible]
GRANT [illegible]	[illegible]
EV[illegible]	[illegible]
J.C. [illegible]	[illegible]
MARCUS [illegible]	203,575

CHALLENGE #2

10 Points

KILLZONE

WE WANT

Win a 10 minute death match against 10 bots.

RULES

No cheats, any level, any weapon set.

Khalid has been knocked off the top spot by Dojo regular Evan Harvey. Can he claim back his position as king of *Killzone*?

THE BEST SCORES

EVAN [illegible]	35 KILLS
KHALID [illegible]	33 KILLS
ELWYN [illegible]	33 KILLS
CLIVE [illegible]	33 KILLS
GRANT BARTER	33 KILLS

CHALLENGE #3

10 Points

PRO EVO SOCCER 4

WE WANT

Most goals in the first season of Master League.

RULES

Must be on five star difficulty, any team.

Grant easily takes the top spot from our very own Nathan. Go on – prove your *PES* skills and see if you can beat the boy Barter.

THE BEST SCORES

GRANT BARTER	94
NATHAN [illegible]	89
DANIEL [illegible]	45
DAVID [illegible]	36
MILF COPPOCK (PSM2)	23

CHALLENGE #4

10 Points

THUG 2

WE WANT

Your highest score on the Australia level.

RULES

Any skater, no stat upgrades.

Evan excels himself again and remains at the top with a greatly-improved score. It seems he's unbeatable at this... or is he?

THE BEST SCORES

EVAN [illegible]	[illegible]
JAMES [illegible]	[illegible]
DAVID [illegible]	[illegible]
JOHN [illegible]	[illegible]
ANDY KELLY (PSM2)	2,435,345

CHALLENGE #5

10 Points

DEF JAM: FIGHT FOR NY

WE WANT

Your quickest victory against Busta Rhymes.

RULES

No subway matches, any fighter, any arena.

After failing last month, Grant strikes back at former champion Chris Foy with a deadly time. We never expected anyone to be *this* fast.

THE BEST SCORES

GRANT BARTER	0.22
CHRIS [illegible]	1.43
JOEL [illegible]	1.41
DAN [illegible]	1.14
ANDY KELLY (PSM2)	1.23

MOMENT OF THE MONTH!

Done something amazing in a game? Show us and you'll score a massive... 20 Points

CELEBRITY WRESTLING

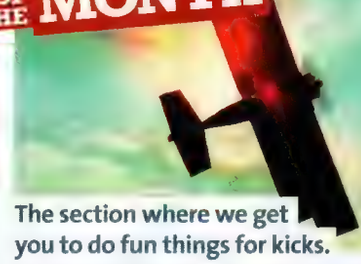
By PAUL McALLEN

Young Paul sent us a tape containing a huge batch of custom *Smackdown!* characters, the best of which we've printed here. This kind of creativity earns him 20 fat points, so remember – if you can squeeze a little extra something out of your PS2 and its games, show us the evidence and win some prizes.

INSANE CHALLENGE OF THE MONTH

THIS MONTH: GTA: SAN ANDREAS

15 Points



The section where we get you to do fun things for kicks.

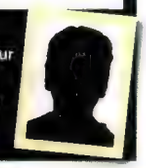
Spawn yourself a stunt plane (◎, ↑, R1, L2, ↓, R1, L1, L1, ←, ←, ⊗, △) and fly over Area 69 in the middle of the desert. When the Hydra jets are scrambled, see how long you can last. Extra points for style, so do a couple of loop-de-loops and perhaps zip under the Gant Bridge.

LAST MONTH'S WINNER

JAKE ROBERTSON – REAL 3 WEST BROM 8

PRO EVOLUTION 4

This was a tough challenge. Our own *PES* lord Nathan could barely master it, but Jake has, and with a very respectable score at that. Good work, sir!



CHALLENGE ZONE

grand theft auto San Andreas™

10 Points

SHOW US YOUR MADSKILLZ!

1

COUNTRY ENDURANCE

BY AZZ WALLIS

With the fifth lap on his tail, Azz went all the way from Las Venturas, through a large chunk of countryside and over to San Fierro in this epic challenge. He's definitely earned his points.

2

MAD CHOPPER CHASE

BY SIMON DOUEL

Taking the fuzz endurance challenge to an entirely new level, Simon found a Maverick helicopter and outran the bizzies for a good long while, even with fighter jets on his tail.

3

ARMY BASE INVASION

BY PETER DAVIES

His eyes set on the hardware within, Peter charged the army base in the middle of the desert and managed to outsmart an entire squad of soldiers. Now that's true skill.

LEADER BOARD

1	GRANT BARTER	58 points
2	EVAN HARVEY	52 points
3	PAUL McALLEN	20 points
4	Joseph Arieh	20 points
5	J.C. Kills	16 points
6	Jake Robertson	15 points
7	Tom Lucas	10 points
8	Khalid Al-Jaff	10 points
9	Kostas Diamantis	10 points
10	Azz Wallis	10 points

BUBBLING UNDER...

David Savage ..... 10 points
Simon Douel ..... 10 points
Peter Davies ..... 10 points
Paul Grundy ..... 10 points
Arran Charrell ..... 10 points
Dale Howard ..... 10 points
David Peacock ..... 10 points
Elwyn Roberts ..... 08 points
George Diamantis ..... 08 points
Brian Fox ..... 05 points

CHALLENGE #6

10 Points

SSX 3

WE WANT

Your fastest time on the Peak One Jam.

RULES

Must use character with no stat upgrades.

Evan tears down Peak One and knocks resident *SSX* guru Dan Dawkins from the leader spot. Can you better his time?

THE BEST SCORES

EVAN HARVEY	5:49
DAN [illegible] (PSM2)	[illegible]
JOEL SNAPE (PSM2)	[illegible]
ANDY KELLY (PSM2)	[illegible]
DAN GRIFFITHS (PSM2)	8:19

CHALLENGE #7

10 Points

GRAN TURISMO 3

WE WANT

Your best free ride time on Midfield Raceway.

RULES

Any car, as long as it hasn't been customized.

The Diamantis brothers from sunny Greece are battling for pole position. Step in and put an end to their reign. If you *can*...

THE BEST SCORES

KOSTAS DIAMANTIS	[illegible]
GEORGE DIAMANTIS	[illegible]
ANDY KELLY (PSM2)	[illegible]
DAN [illegible] (PSM2)	[illegible]
JOEL SNAPE (PSM2)	0'57"911

CHALLENGE #8

10 Points

SECOND SIGHT

WE WANT

Get a top score on the sniper training.

RULES

No rules as such, just be as accurate as possible.

A true test of pad skill this one. Can you blast through the training section at the start of the game with a better score than Gavin?

THE BEST SCORES

GAVIN MCINTYRE	894
ANDY KELLY (PSM2)	[illegible]
DAN [illegible] (PSM2)	[illegible]
JOEL SNAPE (PSM2)	[illegible]
NATHAN IRVINE (PSM2)	011

CHALLENGE #9

10 Points

SOUL CALIBUR 2

WE WANT

Finish arcade mode on hard double quick.

RULES

Any character, vary your move set, please.

Paul takes the lead again but a new entry from wonderboy Simon is challenging his position. Can you beat both of them?

THE BEST SCORES

PAUL GRUNDY	1.47.18
SIMON PRIVEN	[illegible] 49.12
ANDY KELLY (PSM2)	[illegible] 56.36
DAN [illegible] (PSM2)	[illegible] 1.11.16
JOEL SNAPE (PSM2)	3.42.32

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

CORTEZ
Time-hopping Joker

5 Points

RIDDICK
Cueball-headed con

From **Brian Fox**, *London*. "Okay, so it's just two bald men with goggles on, but they *do* look similar, man!"

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

Send us your tape, a pic and the coupon to the left. Or email your pic to psm2@futurenet.co.uk

Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1 ..... Challenge 2 .....
Challenge 3 ..... Challenge 4 .....
Challenge 5 ..... Challenge 6 .....
Challenge 7 ..... Challenge 8 .....
Challenge 9 .....

I also include (eg. Moment/Insane Challenge of the month)

.....

Name: ..... Age: .....
Address: .....

.....

.....

.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

Coming next month! We'll be featuring our favourite runs on the DVD too. Get famous! Get involved! Send a tape now!

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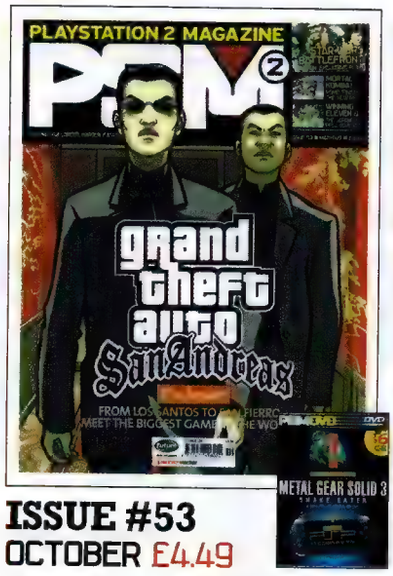

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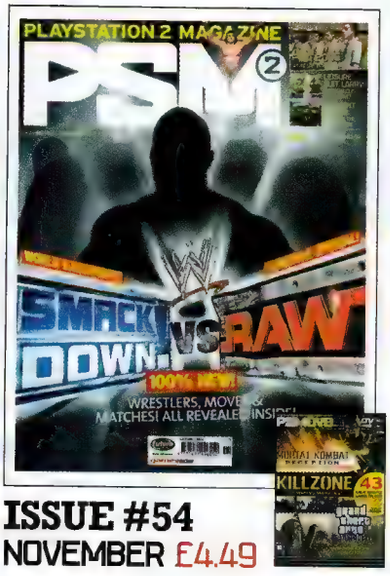

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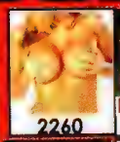
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F*KING GOAL REF 9856

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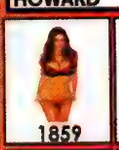
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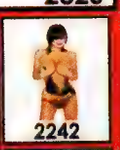
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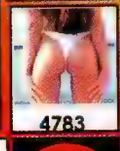
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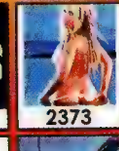
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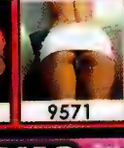
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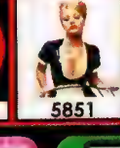
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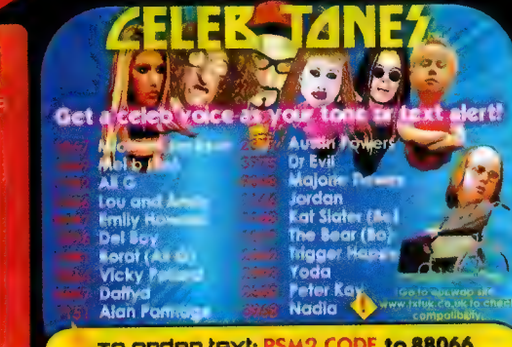

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3212	Britney Spears	Do Somethin	4724	Natasha Bedingfield	Unwritten
3300	Britney Spears	My Prerogative	3131	Nelly	Na Na Na
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4443	Frankee	F**k**B	5057	Shania Twain	Don't
2519	Girls Aloud	Wake Me Up	2572	Stonebridge	Take Me Away
4603	Girls Aloud	I'll Stand By You	5054	Terri Walker	Wheapsdeasy
2332	Good Charlotte	I Just Wanna Live	5054	Terri Walker	Whoopsidaisy
3567	Green Day	Holiday	4674	The Game ft 50 Cent	How We Do
2317	Green Day	American Idiot	2977	The Streets	Blinded By The Light
5778	Gwen Stefani ft Eve	Rich Girl	5389	The Streets	Could Well Be In
8711	Jamelia	Superstar	4862	Tyler James	Foolish
2587	Jennifer Lopez	Get Right	4673	U2	Sometimes You Can't Make
4582	Kano	Typical Me	2491	Usher	Caught Up
2755	Kelis & Andre 3000	Millionaire	2726	Usher	Confessions Part II

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0076	Tv & Film	The Muppets	0621	Faithless	I Want More
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9476	Tv & Film	Alias	0208	Robert Myles	Children
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3839	Tv & Film	One Tree Hill	2733	Stonebridge	Put It

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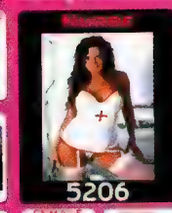
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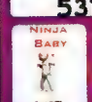

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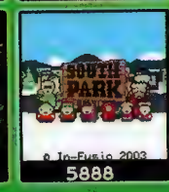

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Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

STAR WARS EPISODE III
Back for the final showdown, but can *Episode III* distract us from our *Lego Star Wars*-induced fervour? Find out next issue...

MGS4

METAL GEAR SOLID 4
Oh, yes. Get ready for the latest emerging details of Snake's forthcoming PS3 adventure. It's time to get *very* excited, people.

ULTIMATE SPIDER-MAN
Web-slinging time again – but can *Ultimate* match the heights attained by *Spidey 2*? We tell all.

You want more?!
There's more. Expect reviews of *Area 51*, *Splinter Cell: Chaos Theory*, *Altered Beast* and the absolutely knackering *Eyetoy Antigrav*.

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Is it better than NFSU2? Find out in our EXCLUSIVE review of Rockstar's *other* brilliant series...

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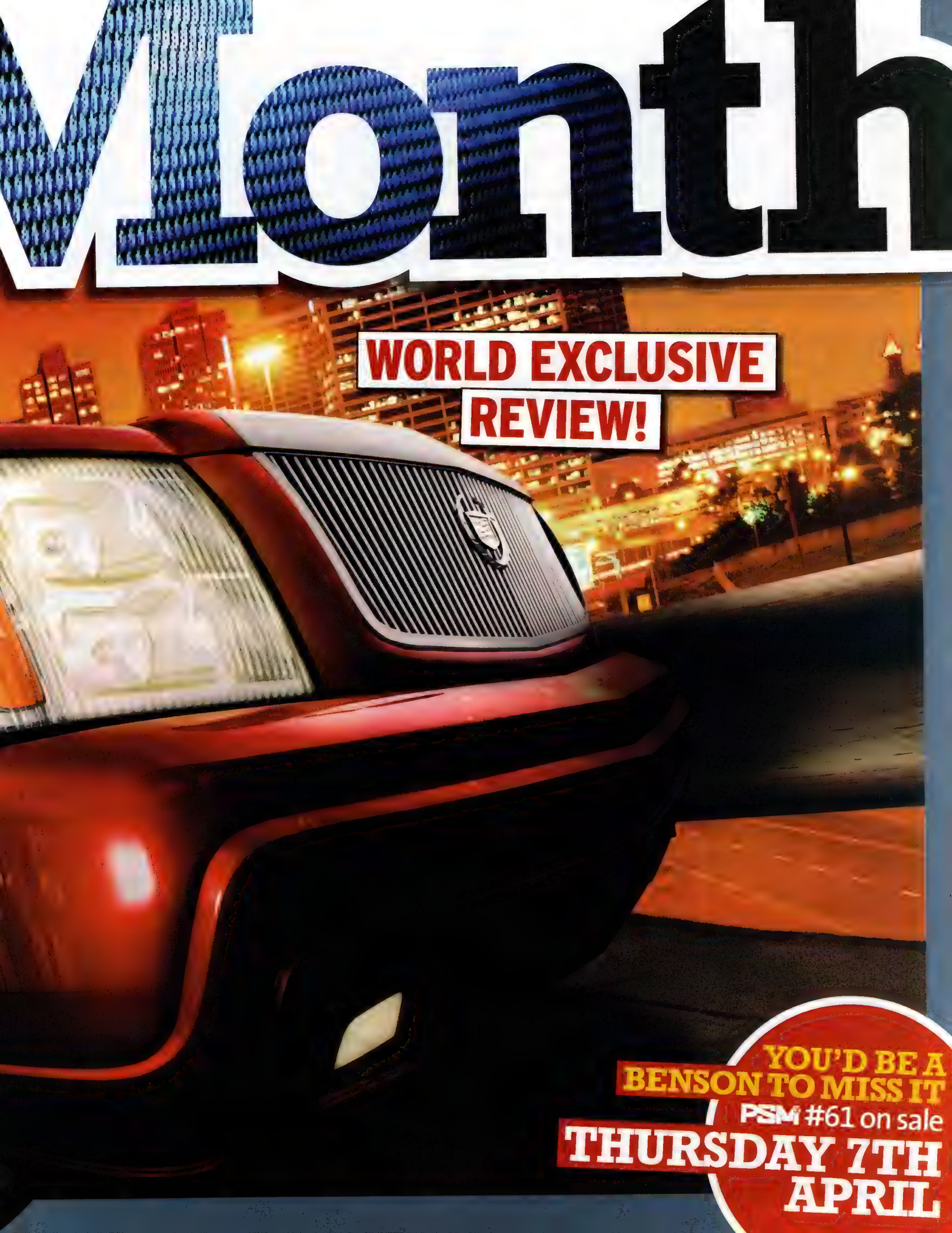

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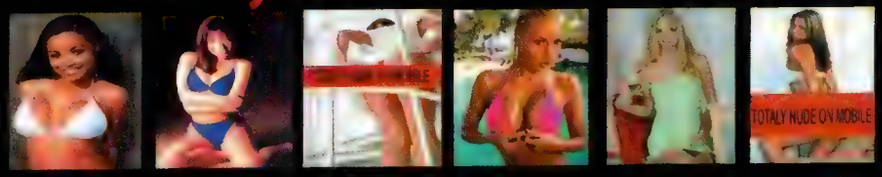

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Last Laugh

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NEW GAMES FROM THE MAKERS OF 'SECOND SHITE'

PSM2 PRESENTS...

Tired of sequels? Then try PSM2's new range of games! They're... um... exactly the same as the old ones (but with a few letters changed)... Look! A spaceship!...

1. FRED'S BREAD REVOLVER

Richard Fairbrass, Fred, and the other one wage bakery-based war! Fend off critics with a handgun of cooked dough. Later weapons include the machine bun, the pitta pocket launcher and the ciabattering ram. Plus – in an amazing new gameplay twist – you have to choose whether to use your gun as a weapon or smear it in marmite and eat it for extra energy.

2. BILLZONE

Bill Oddie, having spontaneously given up bird-watching and nature trails, dons a mask and breathing apparatus and joins an elite group of evil space warrior bastards intent on crushing the planet under a jackboot of oppression. It's up to freedom fighter Bill Murray to stop Oddie, but not without the help of Bill Pullman. And the cast of The Bill.

3. SPALL OF DUTY

Soggy-faced thespian Timothy Spall inadvertently stumbles through a gigantic rift in the space-time continuum (the same one Nicholas Lyndhurst used to commit adultery in 'Goodnight, Sweetheart') and finds himself fighting on the side of the Allies in a series of increasingly linear and frankly too-short set-pieces, absolutely all of which pale in comparison to the action of the first level.

4. FIFA MEAT

In the past, kids too poor to afford footballs had to make do with bits of old ham, which over time evolved into what we know as 'meat soccer'. *FIFA Meat* lets you perform a wealth of meat-based skill moves (sausage salsa, pork shuffle), unlock exotic meats from across the globe and work your way from common butcher to glazed-ham-hoofing wonderboy.

5. METAL GEAR SOLID: SPAKE EATER

Bumbling Z-list no-mark Jeremy Spake limp-wrists his way through the jungle squealing every time he sees a leaf move and making crude innuendo over the codec. In one scene he must cross a swamp, but spends an hour dipping his toe in and going 'Oooh' and 'Aaah' before being killed to bits by an alligator. "Spake? Spake?! Spaaaaaaake, you muppet."

6. MINCE OF PERSIA

From the makers of *FIFA Meat* comes this bologna-filled action adventure. The Mince, a mound of twisty beef, must navigate a treacherous luncheon of traps (microwave ovens, swamps of bolognese, giant mouths) and rescue his girlfriend from the terrible claws of an evil vegan hell-bent on the destruction of all beef-based royalty.

7. PHIL SPECTOR WARRIOR

Record-producing legend Phil Spector takes a squad of musical luminaries whose albums he helped produce (Mick Jagger, Paul McCartney, Joey Ramone and Ike Turner) on a quest to save a war-scorned city from the evil 'Wall of Sound'. Used by record executives to train employees, this is the most realistic aural warfare sim ever crafted.

8. TOAST RECON

The Ghosts face their toughest challenge yet – finding some toast in an Eastern European forest ravaged by war. Use the latest gadgets, all based on real bakers' prototypes, including the yeast detector, heat-seeking baguettes and a big futuristic hat made out of old bread-bins. Can you defeat the evil dictatorship and... um... leave with a big sack full of toast?

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